GIANTS™
CITIZEN KABUTO

OFFICIAL SYBEX STRATEGIES & SECRETS™

Bart Farkas

Interplay™ BY GAMERS. FOR GAMERS.™
PLANET MOON STUDIOS
DM DIGITAL MAYHEM
& SYBEX®

THE ONLY OFFICIAL GUIDE FROM

GIANTS
CITIZEN KABUTO
OFFICIAL
STRATEGIES & SECRETS™
BART FARKAS
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For the Bun.

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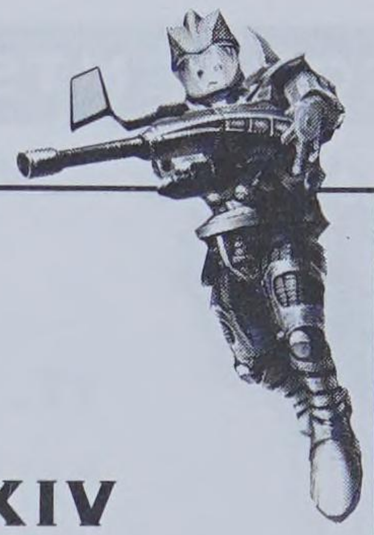

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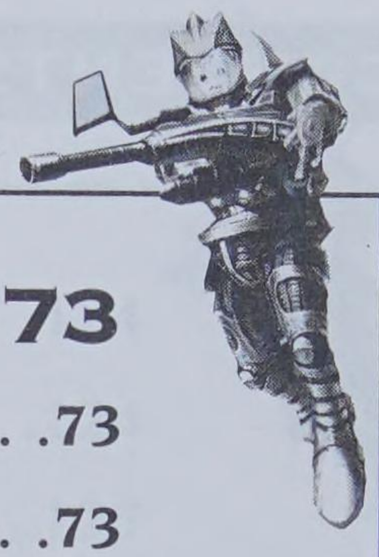

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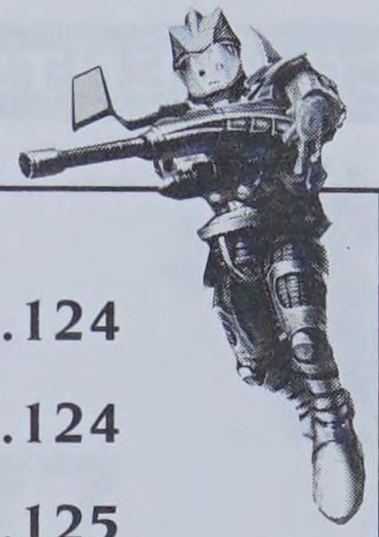

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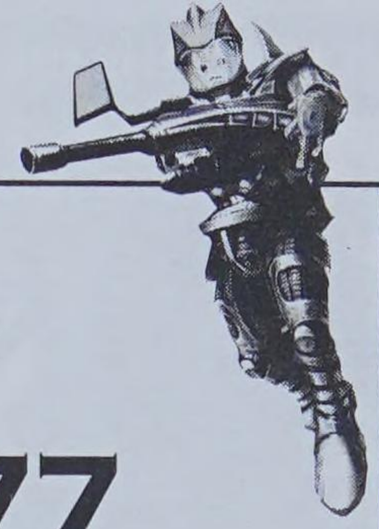

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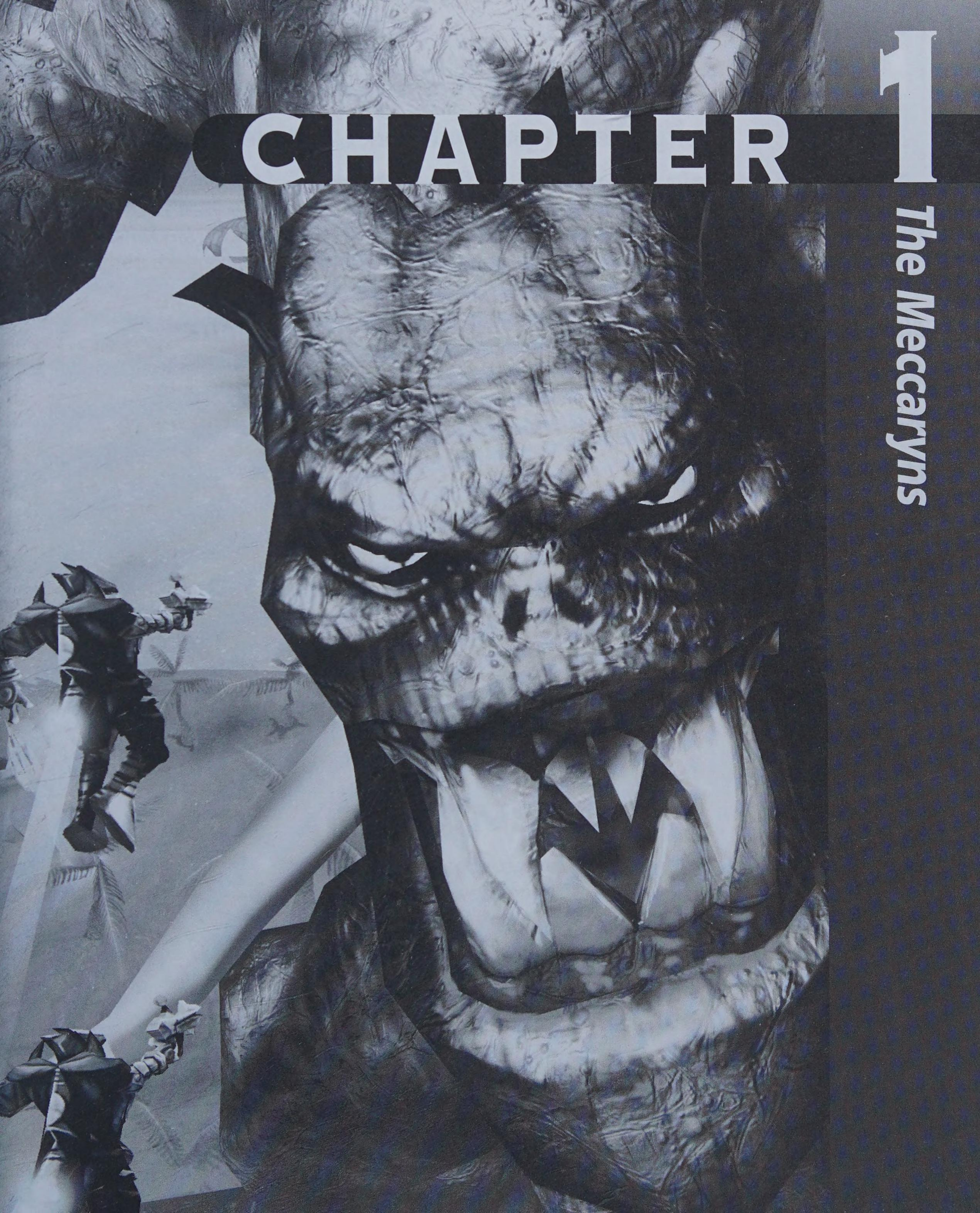
INTRODUCTION

Giants: Citizen Kabuto is somewhat of a unique game concept. Planet Moon, a development house that includes some of the crazy cats responsible for the original MDK and *Earthworm Jim*, has put together one very cool-looking game that is sure to capture many hearts in the years to come.

Perhaps the most exciting thing about *Giants* is the great sense of humor intricately interwoven throughout the story. When you add the impressive graphics, splendid sound, and seat-of-your-pants gameplay, you've got one of the best games of the year, hands down. And when the single-player game is over, you can get into some serious multiplayer action that will be sure to rage on for some time.

As mentioned above, *Giants* has two main components—the single-player campaign that consists of individual missions embedded in "stories" following the Meccaryns, Delphi, and Kabuto himself, and the multiplayer component that involves several different head-to-head games. This book focuses mainly on the single-player missions in the walkthroughs in chapters 2, 4, and 6, but also covers many important multiplayer details in chapters 1, 3, 5, and 7.

Giants: Citizen Kabuto is complex enough that many missions can be completed using a variety of techniques. This book doesn't pretend to cover every possible way of finishing each adventure, but instead shows you how to achieve every goal without missing any of the important parts of the gameplay or story. We hope that this book gives you the edge needed to get the most out of every aspect of *Giants: Citizen Kabuto*. Enjoy!



CHAPTER 1

The Meccaryns

This chapter goes into some detail about those wacky **Meccaryns** *and how to properly use their weapons and fancy* **Jetpacks** *to the utmost advantage in* **Giants: Citizen Kabuto**. *Although each of the* **Meccaryn** *missions is outlined in the next chapter, there's enough important information about handling the high-tech weaponry and gadgets owned by* **Baz, Reg, Tel, Gordon,** *and* **Bennett** *that we need to break it down here for you!*

Meet the Meccaryns

The Meccaryns (otherwise known as Meccs) are five cockney space aliens (see Figure 1.1) who have become stranded en route to the holiday planet called Planet Majorca. Their fortunes take a turn for the worse when their ship is eaten by the giant space Gibbon fish and subsequently "excreted" into the vicinity of the Island. Ultimately, these five whimsical, albeit advanced, aliens just want to get their ship running so that they can begin their vacation on Planet Majorca. In the world of *Giants: Citizen Kabuto*, however, they'll have their hands full just staying alive!

Figure 1.1:
Baz, Reg, Tel, Gordon, and Bennett are five of the jolliest space aliens you'll ever meet.

Mecc Weapons

The biggest difference between the Meccs and the other races in *Giants* is the reliance on technology for their weaponry. When it comes to fancy guns, the Meccs are the team to beat! From the Millennium Mortar to the Machine Gun, Mecc devices of destruction can do the job in a hurry.

The Pea Shooter Gun

This is the Meccs' base weapon (see Figure 1.2), and although it doesn't pack much of a punch, it'll do nicely in a pinch. Perhaps the biggest benefit of the Pea Shooter is that it never runs out of ammunition. This makes it an excellent weapon for chipping away at far-off turrets and

buildings. Note that when three or more Pea Shooters are being used on the same target (for example, when you have Reg and Tel with you), a lot of hurt can be dished out in a hurry!

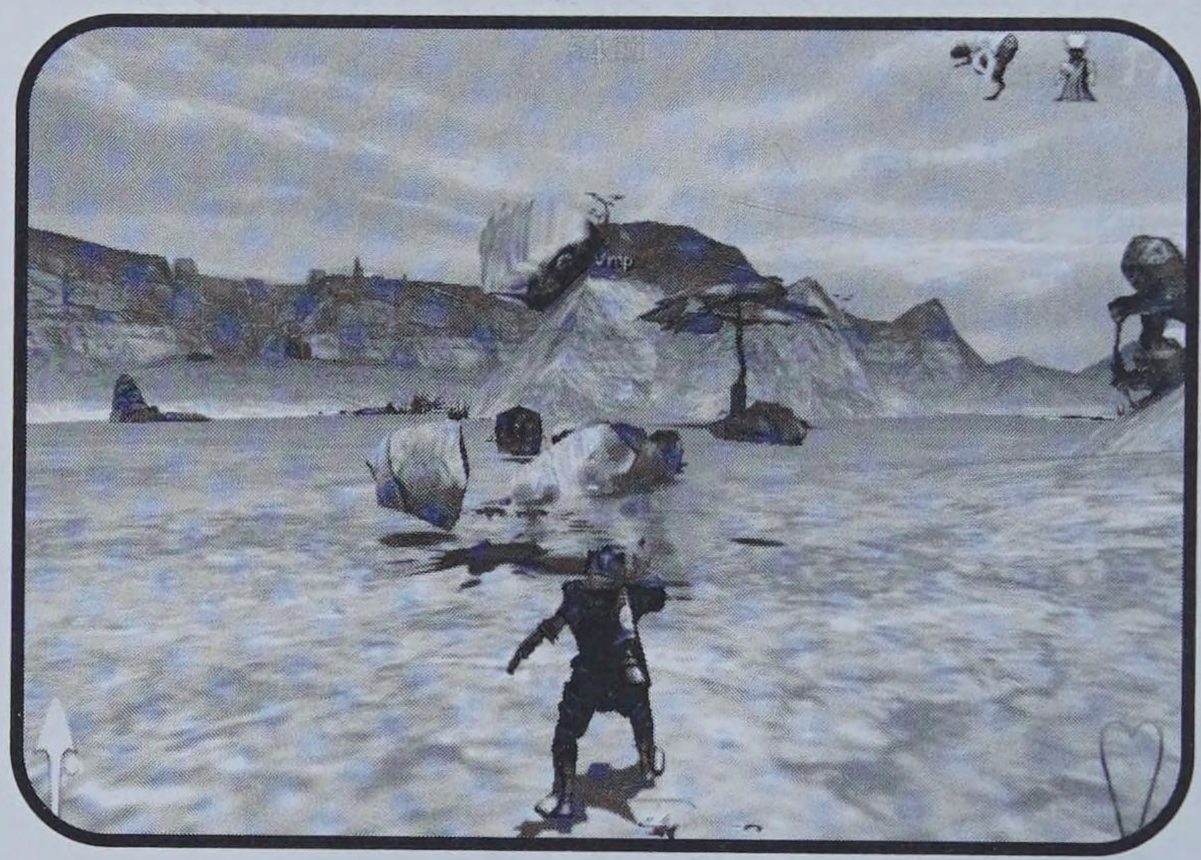
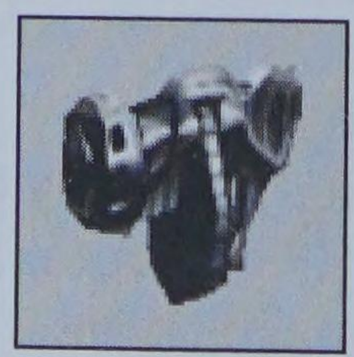


FIGURE 1.2: THE PEA SHOOTER IS THE STAPLE WEAPON OF THE MECCARYNS.

RPG

One of the most powerful and functional weapons in the Mecc arsenal, the RPG fires a grenade that is not affected by gravity—it will fly in a straight line (in that it won't sink as it travels over distance), even for targets that are very far away. Unfortunately, the RPG does have a limited range, but for the most part, anything you can see in Zoom Mode can be hit with the RPG. Not only does this weapon do a significant amount of damage to anything it hits, but if you aim at a Sea Reaper's head, they can be taken out with just one shot! This technique (shooting off the heads of enemies) is a great way to pick off lone enemy patrols without drawing much attention to yourself.

MACHINE GUN



The Machine Gun is like a high-powered Pea Shooter. It delivers a massive amount of firepower (see Figure 1.3) in short periods of time, but of course this comes with a price. The Machine Gun isn't of much use over anything but the shortest distances, but all that rock 'em, sock 'em short-

range potential still makes it an essential part of your arsenal. The Machine Gun, with a full clip, holds 2,500 action-packed rounds of ammunition. Here are just a few of the Machine Gun's uses:

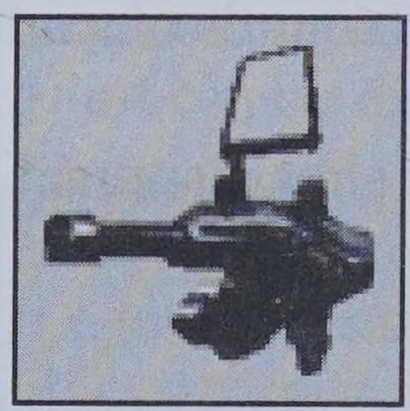
- Because of its high rate of fire and its spray-type shot dispersal, it can mow down large groups of enemies at close range. Even at medium range, it'll send your adversaries ducking for cover.
- If you want to turn an enemy structure into rubble, there's nothing better than unloading a Machine Gun clip. A few hundred rounds will turn even the Reaper Guard Barracks into dust.
- If you want to instill panic into the hearts of those in an enemy base, fire with the Machine Gun from afar. You won't hit much, but the barrage of incoming projectiles will send your foes scrambling!

FIGURE 1.3:
LAY A HEAP OF PAIN ON THE ENEMY IN A SHORT PERIOD OF TIME WITH THE MACHINE GUN.

PROXIMITY MISSILE

This weapon is truly a handy-dandy invention. In actuality, the Proximity Missile behaves much like a standard RPG shell. The bonus is that it will explode when it gets within 50 feet of an enemy target. There are two fundamental uses for this weapon. First, you can use it to track down a dodging and weaving enemy that's difficult to hit. This eliminates the need to aim precisely. Second, it does damage to groups of enemies. Fire the Proximity Missile into a pack of adversaries and it'll explode, doing splash damage to the whole gang.

SNIPER GUN



Even though you can zoom in with any weapon you are using, the Sniper Gun adds an extra level of accuracy and speed to a long-range shot (see Figure 1.4). The key for the Sniper Gun is that it shoots a bullet that arrives at its target almost instantaneously. It also does a substantial amount of damage. For this reason, you can pick off foes lurking in Guard Towers with ease if you can land a head shot (if you hit their bodies, it may take a second shot to bring them down). The downside to the Sniper Gun is that it has a rather long reload time, making it difficult to quickly fire on a large group of enemies.

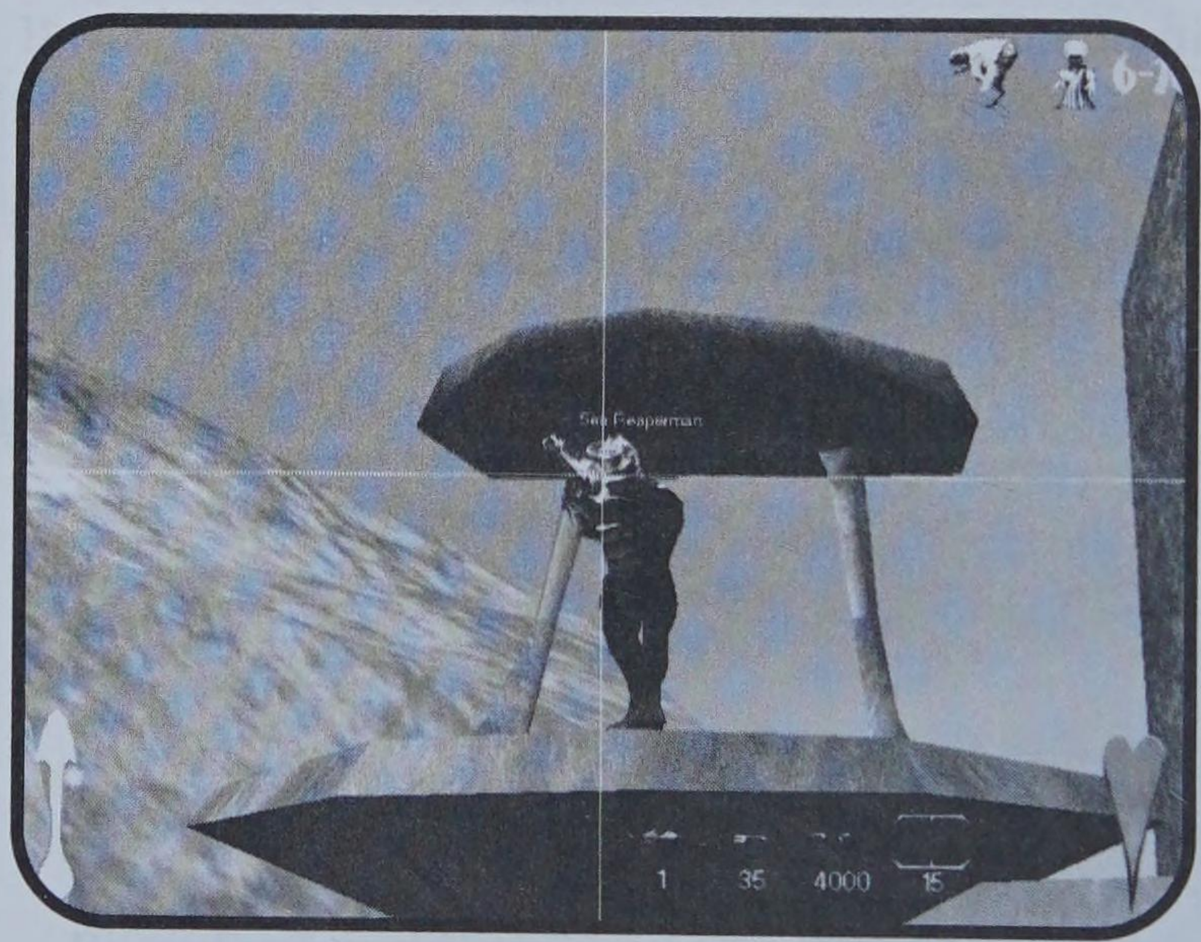


FIGURE 1.4: THE SNIPER GUN WILL TAKE REAPER GUARDS DOWN WITH ONE SHOT!

MISSILE LAUNCHER

It's similar to the RPG, but a projectile fired by a Missile Launcher does splash damage to anything in the vicinity when it detonates. A great use of the weapon is to fire it at enemy Barracks, thus doing damage to nearby foes, as well as damaging the building itself.

HOMING MISSILE

Just like it sounds, this missile will actually alter its course to hit the specified target. To get the Homing Missile to work, you must keep the trigger pulled for three seconds while aiming at your enemy. Once you've done so, another

crosshair will snap onto the target, and you'll know that you can let the missile do its work. This obviously isn't a good weapon for fast-paced, close-up battles; instead, use it to take adversaries out from afar. It's particularly handy if you're in a rush and just want to fire and forget, but keep in mind that you must have line of sight on an enemy in order to get a 'lock', so don't go thinking you can fire around hills!

Millennium Mortar

This is the Meccaryns' big daddy gun. If you want to wreak maximum havoc in the enemy base, you can do so with this weapon. When fired, the Millennium Mortar (see Figure 1.5) will lob a large shell to the location that you're aiming at. When the shell arrives, it'll explode in a rather spectacular fashion—then a shower of smaller explosive projectiles will fly out and explode yet again! Of course, the Millennium Mortar has a limited range, but it is still enough to cause serious pain from afar, especially if you happen to have the high ground on the enemy. This is a weapon that you absolutely *must* use when you come across a large group of enemies huddled together.

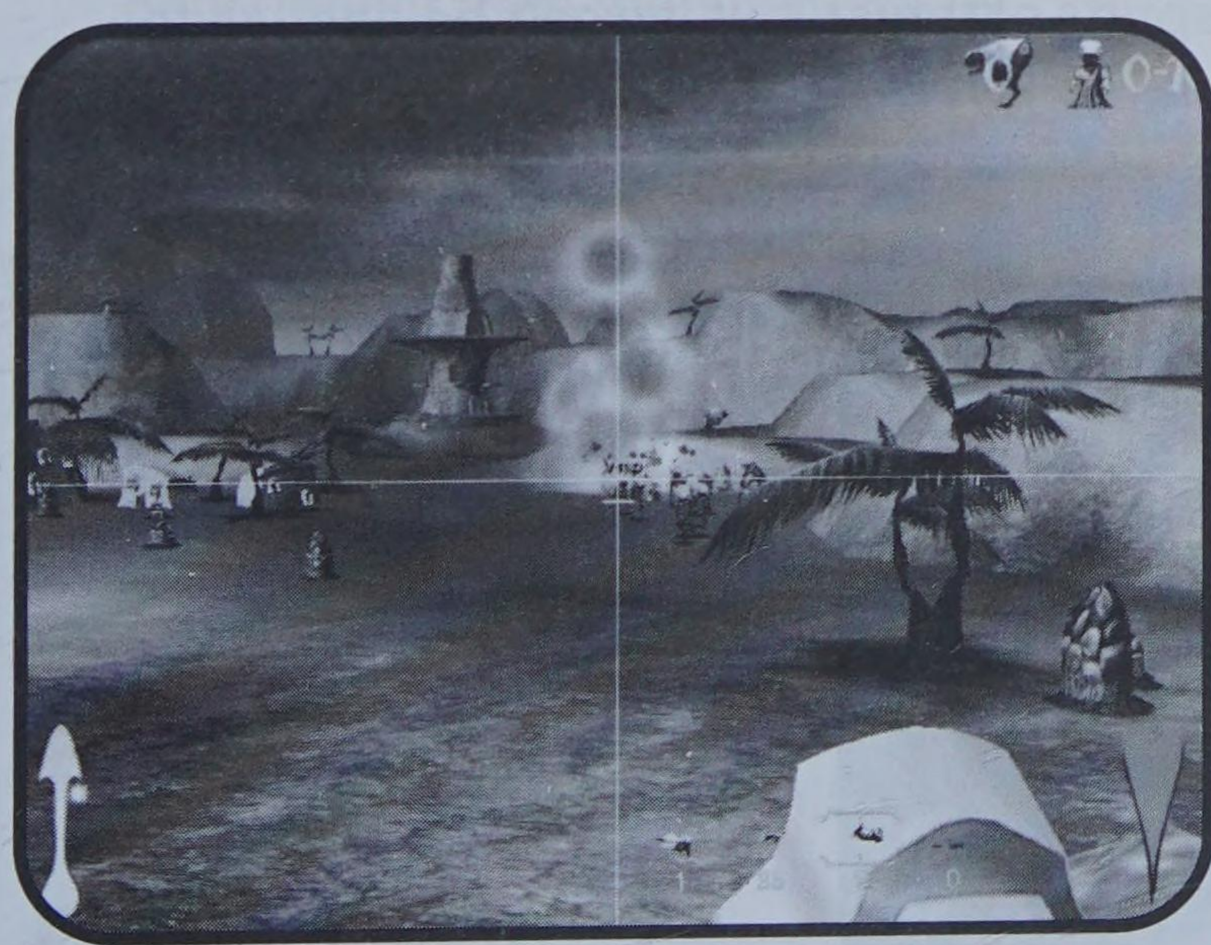


Figure 1.5:
Do the work of many RPG shells with just one shot of the Millennium Mortar.

Mecc Packs

Meccs have a very cool spot on their backs where one of several unique packs (in addition to the standard Jetpack) can be fitted. While these backpacks all have special effects and abilities that add to your Mecc,

the downside to adding an extra item is added weight that reduces your ability to gain altitude. The one exception to this rule is the Jetpack upgrade, which improves your basic pack and does not add any excess pounds. Here's a look at the various add-ons you can strap on your back.

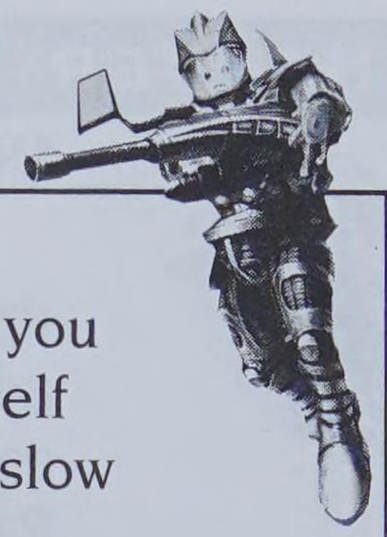
JETPACK

As mentioned in the manual, the Jetpack is the near-constant companion of your Meccs. Obviously, having a Jetpack that will allow your Mecc to fly around makes travel considerably easier (see Figure 1.6). The only negative side to this is that the amount of time your Jetpack can fire continuously is severely restricted. So use this device carefully to get the most out of it. Here are a few key things you need to know about managing your Jetpack:

- Jetpack fuel will be burned very quickly, but it replenishes at a rapid rate as well.
- You can hover with your Jetpack, and even gain altitude, but you'll come back to the ground in a hurry when your fuel runs out. If you hold down the Jetpack button (the right mouse button by default) you'll get occasional spurts of thrust, but it won't be enough to keep you airborne.

FIGURE 1.6: THE JETPACK IS ESSENTIAL TO QUICK AND EFFICIENT MECC TRAVEL.

- Except for early in the single-player game, all Jetpacks have a Nitro-boost (activated with the spacebar on the default control setting). This gives you a short "kick" that'll send your Mecc fairly high. The Nitro-boost doesn't recharge until your feet are on the ground (or a structure) again.



Your Jetpack can also be used to increase the speed at which you travel over land. As you're running along, you can make yourself slightly airborne and clear minor obstacles without having to slow down.

TIP

If you take to the air in the range of SAM Turret, you'll soon be getting blasted with a surface-to-air missile! Always be on the lookout for these deadly turrets, which are sprinkled around the islands in both the single-player missions and in multiplayer games (if your opponents are worth their salt).

Repair Pack

This is a special attachment that can be used to heal both yourself and other team members, or even repair structures. In multiplayer action, it's always a good idea to have one of your team members carrying a Repair Pack. Keep in mind that you cannot exchange packs with your disciples or multiplayer friends; you can only benefit from their generosity.

Shield Pack

The Shield Pack provides a temporary shield when it's activated. Your Mecc is well protected when the shield is active, but the Shield Pack uses Jetpack energy and is therefore of short duration. However, the energy drain is at about one third the rate that using your Jetpack for flying depletes it. It's best to use the Shield Pack when you're storming into an enemy base in a firefight and need the temporary shield protection. Note that the energy consumption is based on how long you're using the shield, not on how many hits you take.

Bush Pack

One of the more ingenious little items in the Meccaryn arsenal, the Bush Pack uses Jetpack energy to turn your Mecc into a bush (see Figure 1.7)! This means that you can sneak past enemy guards in both single and multiplayer action. Of course, if opposing (human) players see a bush walking towards them, they're probably going to know what's up. In the

right situations, however, you can use this accessory to sneak up on adversaries and hide from enemy patrols. As a rule of thumb, the computer opponents never quite figure out what's going on with a Bush Pack, but you can safely assume that human opponents will be *very* suspicious of a bush sneaking past them.

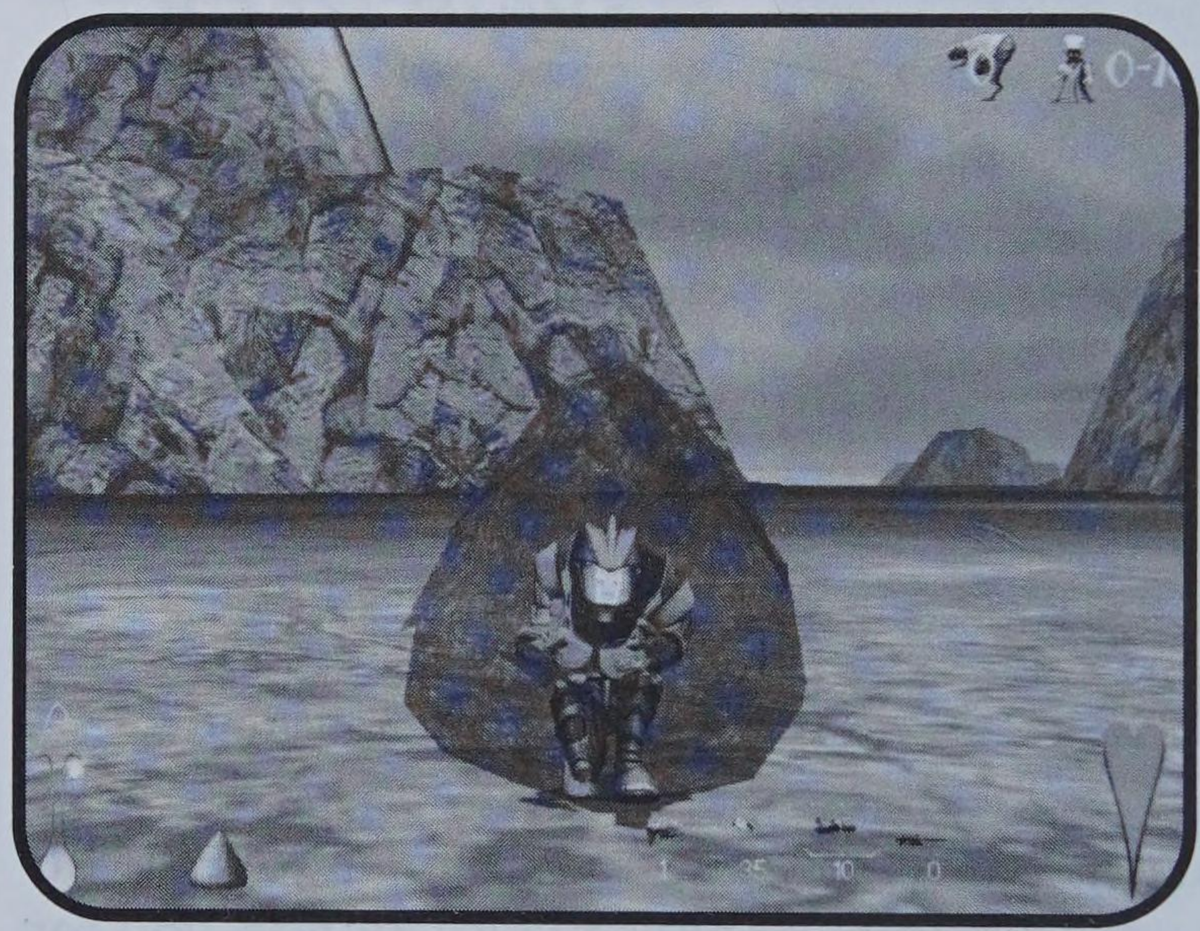
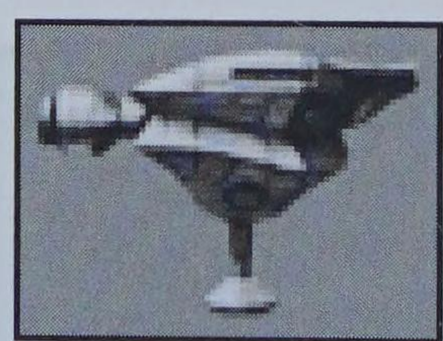


FIGURE 1.7:
THE BUSH PACK WILL COMPLETELY DISGUISE YOU FROM THE ENEMY...UNLESS YOU'RE MOVING, OF COURSE!

DEPLOYABLE TURRET



This handy item can be dropped nearly anywhere you want to spray the enemy with Machine Gun fire. Deployable Turrets are best used when you're assaulting a base thick with enemies. Just drop a turret right in the middle of their stronghold. The resulting confusion will usually give you the edge you need to be victorious. Another use for a Deployable Turret is at choke points, where it can take care of advancing enemy troops. Indeed, a narrow canyon that's guarded with such an emplacement can be a thorn in your enemy's side.

POP-UP BOMB

While it's the heaviest item a Mecc can carry (don't try flying with one on your back), the Pop-Up Bomb (see Figure 1.8) is also the most powerful weapon in the Meccaryn arsenal, and we're not kidding! When this bomb goes off, you want to be somewhere else—far, far away. Not only does it destroy everything within a large radius of ground zero, but

it also ripples the ground and damages anything that gets caught in the shockwave. Drop one into the middle of an enemy base and let 'er rip!

Figure 1.8: Pop-Up Bombs are effective but very heavy.

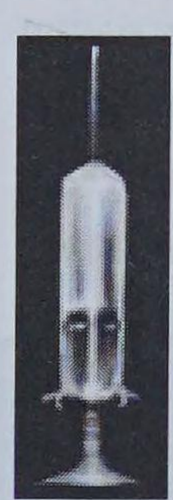
Mecc Items

Despite the impressive array of weaponry and Jetpack accessories in the previous sections, Meccs also have access to a number of other items that need to be accounted for. Here's a rundown of how to use these additional devices.

Mine

The Mine is just what it sounds like. Drop it on the ground and it will burrow down, revealing only its top. If any enemies come near the deadly device, it will pop up and chase them down! Once a Mine has been activated, it will blow up when it touches an enemy or if five seconds have elapsed, whichever comes first. One popular tactic in the halls of Interplay is to place Mines in areas that have been scorched by previous weapon fire. These black marks make it impossible to see a Mine, making it very difficult for your enemies to avoid getting blown up.

HEALTH SYRINGE



When your health is getting low, hit yourself with a Health Syringe (defaults to the "H" key) and you'll recover roughly 30 percent of your health indicator. Because you can only carry one Health Syringe at a time, try to use each one as soon as you come across it. A good rule of thumb is to use your current Health Syringe just before you pick up a new one (see Figure 1.9). You can acquire Health Syringes from dead enemies and Gift Shops.

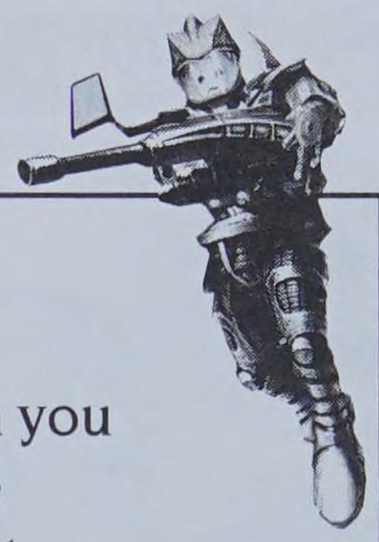
FIGURE 1.9:
EVEN IF YOU'RE AFRAID OF NEEDLES, YOU'LL NEED TO GET USED TO THIS ONE.

NOTE

When a Grenade explodes, it does splash damage to the surrounding area. Try to use them on groups of enemies.

GRENADE

Grenades work just as you expect; you activate the device, then lob it at your enemies. Of course, a Grenade's range is only as far as you can throw, which isn't particularly far in *Giants*. To get around this, many Meccs use Grenades when they're in the Gyrocopter (or just after they've jumped out of it) or when they're flying with their Jetpacks. Guard Towers are also great locations from which to lob Grenades.



Mecc Disciples

Quite simply, Mecc Disciples are groupies who will hang around with you (in single-player mode) and do whatever you do. Therefore, if you're attacking an enemy location by firing your Pea Shooter, you'll also get friendly fire from your Disciples! This can make the job of taking out a SAM Turret with just a Pea Shooter much easier. After all, three or more guns are better than one!

Flare

If you hear a missile warning lock, it means you've got just a second or two before you are going to get smoked. When you hear it, you can set off a Flare in the hope that it will distract the incoming Missiles. Flares usually work, but if you're in a situation where there's a crossfire of SAM Turrets, you might want to try turning off the Jetpack and walking.

Mecc Gyrocopter

Perhaps the coolest gizmo in the entire game, the Gyrocopter gives you the ability to fly (see Figure 1.10) for indefinite periods of time while strafing the ground mercilessly. It even enables you to give your Mecc friends a lift. To get a Gyrocopter, you must first have a Party House—only then will you be able to construct a Gyrocopter Pad.

What makes the Gyrocopter so handy is that it has an unlimited amount of fuel and an unlimited amount of ammunition for its main gun. The downside? While we don't want to call the Gyrocopter fragile, it certainly can't endure much punishment.

FIGURE 1.10:
ONLY A COUPLE OF HITS WILL BRING DOWN THE FLIMSY GYROCOPTER.

TIP

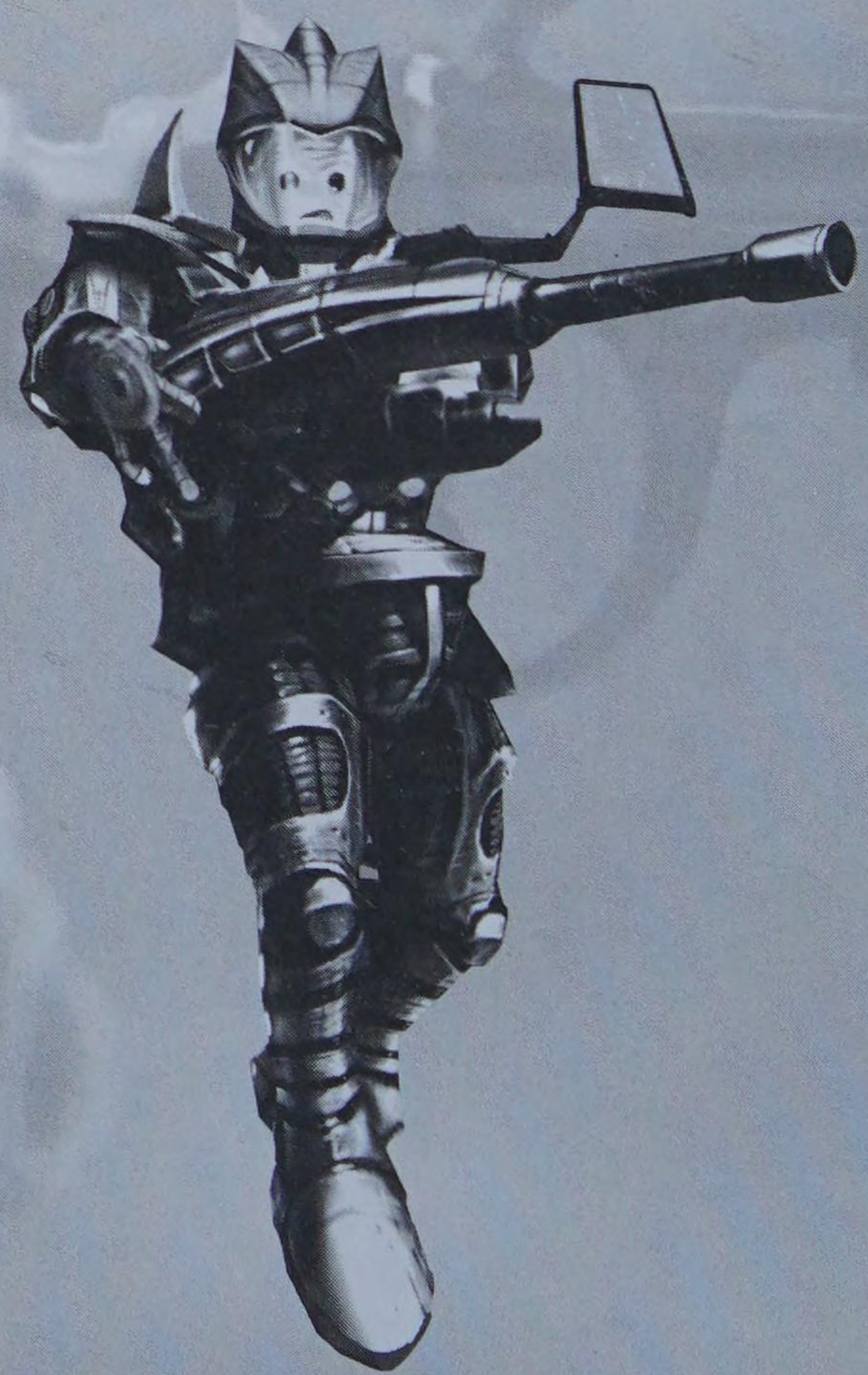
One tactic that's often used in multiplayer action is to have a couple of your Mecc cohorts hop under each "wing" of the Gyrocopter. Then airlift them to enemy territory where they can detach and drop in with Jetpacks to wreak havoc in the opposition's base.

The machine gun is not the Gyrocopter's only weapon. The chopper also comes stocked with three Millennium Bombs, which behave just like the Millennium Mortar. You can restock the Millennium Bombs and repair your Gyrocopter by taking it back to the landing pad, but it's not always easy to get back to your base if you're being hit with a barrage of surface-to-air missiles.

CHAPTER 2

The Meccaryn Missions

The Meccs are cool gentlemen and have some kick-butt weaponry, so cutting your teeth with these funny guys will be a blast indeed. Five stories comprise the Mecc part of the solo campaign, and each story has several missions inside it. This all combines to provide you with one heck of a fun, challenging, and wild ride.



Story One: The Search for Tel

This first story has four distinct missions that will ease you into the particular (and often peculiar) mind-set of the Meccaryns. From humble beginnings where you begin with only a Pea Shooter Gun (see Figure 2.1), you'll work your way up to the point where you have more weapons and even a handy Jetpack! Your job here is to rescue Tel, one of your Mecc companions.

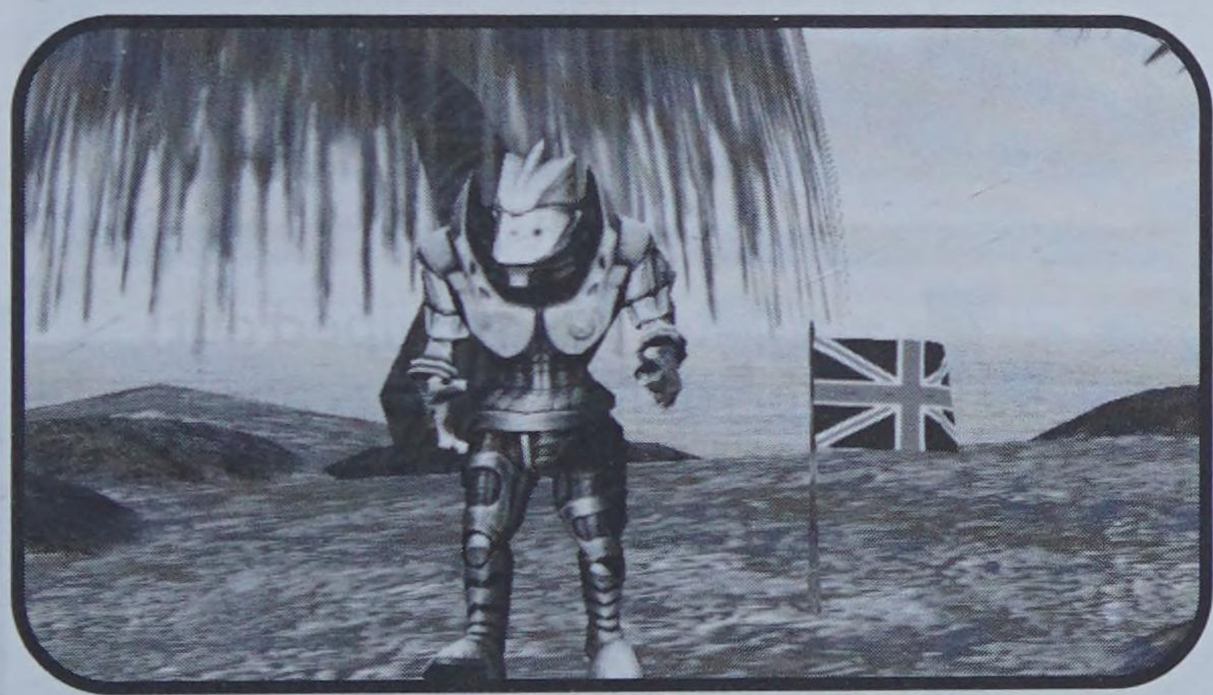


Figure 2.1:
And so begins the quest to find your way off this planet.

A Boy Called Timmy

After being unceremoniously dumped off by Gordon, you'll have to find your way around the island with nothing more than the clothes on your back and the weak Pea Shooter Gun. When the opening cinematic has finished, you'll be left standing on a ridge with just this meager weapon in your hand.

Head over to the left and move through the sparse trees until you come upon a narrow valley. In the trees at the bottom, you'll find five or six Rippers rooting around a pair of nests. At this point, it's best to test out your zoom feature by pressing the "E" key (Note: All key references are to the game's default settings), then hitting "Z" to zoom in on the enemies (see Figure 2.2). Use your Pea Shooter to take out the Ripper nests first, then cut down any Rippers you see. Generally speaking, the Rippers won't come after you until you start hitting them with fire from afar, so don't worry about them rushing you while in Zoom Mode.

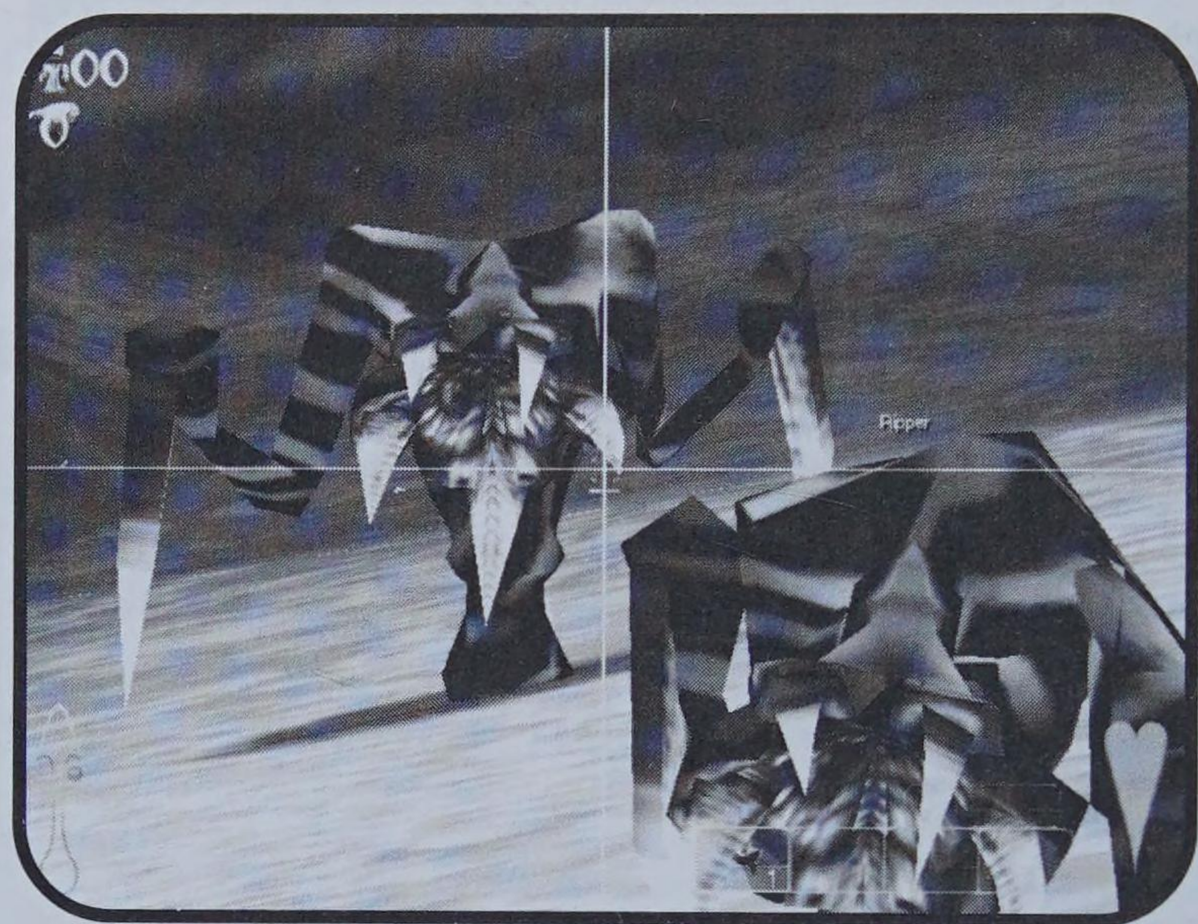


FIGURE 2.2:
TAKE OUT THESE RIPPERS FROM A DISTANCE INSTEAD OF MIXING IT UP RIGHT AWAY.

NOTE

Be wary of the underbrush at the bottom of the valley; Rippers can sometimes be found lurking inside.

After you've wiped out everything that you can from a distance, move down into the valley and be prepared to engage in a few more skirmishes with Rippers that you weren't able to see from above. After you've cleared away all those pesky foes, move up the other side of the valley toward the town on the top of the hill.

TIP

Don't forget that destroyed Medium or Large Rippers leave an orange or blue sphere behind that will give your Mecc back a decent chunk of health (the blue varieties are worth more).

Once inside the town, you'll immediately be attacked by groups of Rippers. To the left of the entrance are a nest and a few smaller Rippers, while the larger (and deadlier) Rippers wait for you straight ahead. Keep jumping from side to side to dodge the blue or orange spheres that the larger Rippers hurl at you. These Large Rippers aren't that fast on land, but they're capable of moving around fairly quickly when they burrow underground. Always keep your Mecc in an open space so that he has enough room to dodge (see Figure 2.3).

Figure 2.3:
The town is full of Rippers, both Large and Small. This will be your first big test in the game.

Rippers

Rippers are the first enemies you'll face in Giants: Citizen Kabuto, *and you'll quickly learn that they are more than just an annoyance.* Rippers *come in three sizes:* Small, Medium, *and* Large. Small Rippers *can be disposed of with one or two shots from a* Pea Shooter Gun, *while their larger cousins must be tackled with considerably more firepower.*

The best weapon to use when battling Medium *and* Large Rippers *is probably the* RPG. *This weapon will mow down* Medium Rippers *in a single shot and will smoke* Large Rippers *in two to three shots. The* Pea Shooter *is not really a viable option for the bigger* Rippers. *At a distance, however, the* Sniper Gun *can eliminate* Medium Rippers *with a single pull of its trigger.*

If you see a Ripper nest, *you need to take it out first, because it will continually pump out new* Rippers *until it's destroyed. Even if you are under attack, concentrate on the nest before moving on to the* Rippers *in the immediate area.*

Both the Medium *and* Large Rippers *will give you health power-ups when they're destroyed, so always consider these foes as sources of health rather than obstacles to your success. Even in a tough battle with many* Rippers, *you'll be able to stay in the land of the living as long as you collect every health power-up provided when your opponents expire.*

After the town has been cleared of all Rippers, proceed to the rope and wood bridges. Not surprisingly, when you get across the second bridge, you'll have several Medium Rippers to deal with. Shoot at them while using the back-up-and-dodge technique to take them down. When the Rippers are toast, you'll meet Timmy the Smartie (see Figure 2.4). He gives you a Jetpack and introduces himself, thus ending the first mission.

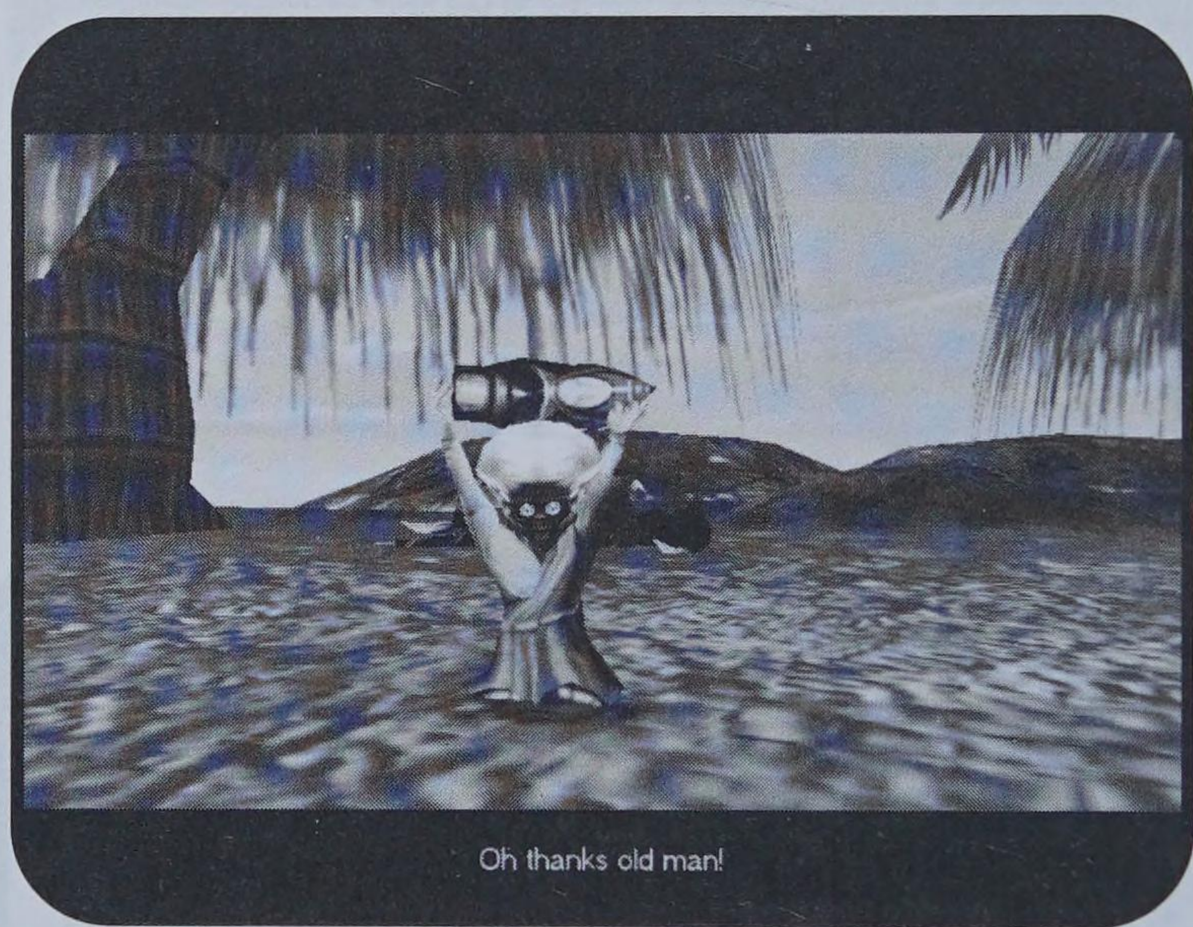


FIGURE 2.4:
YOUR JETPACK WILL COME IN HANDY THROUGHOUT THE REST OF THE MISSIONS.

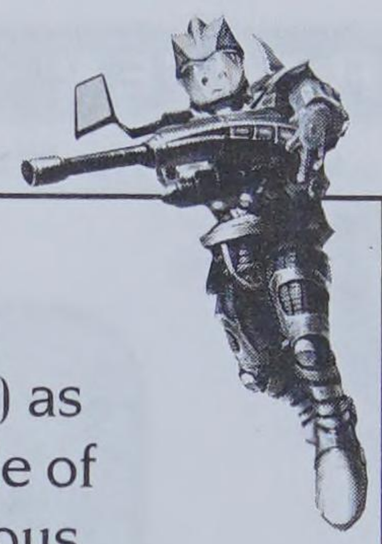
NOTE

Get out of the water ASAP or you'll be dead in seconds. Scores of piranha-like fish will swim up and rip the flesh from the bones of any Mecc unfortunate enough to end up in the drink.

THE WAX SMARTIES

Now that you have a Jetpack, you'll immediately get a chance to use it. You've no sooner taken it from Timmy than you find out that there are a bunch of Smarties hanging in peril from some cliffs a few islands over. Your next assignment is to save these humble creatures from certain death. Of course, the added bonus of this job is that you'll get plenty of experience with your newly acquired Jetpack.

Move toward the edge of the cliff and you'll see a wooden bridge that's long been washed out. This is your first chance to really put your



Jetpack to the test. Run to the edge of the bridge and hit the Jetpack button (right mouse button). Keep pressing the forward button ("W") as your fly across the chasm. Watch your fuel gauge on the left-hand side of your screen as you go—you only have a limited amount of this precious liquid.

Once you make it to the first island, you'll again need to jump across to the next (see Figure 2.5). Continue to do this until you're on the island where the stranded Smarties are located.

Figure 2.5:
You'll get to try out your new Jetpack in this mission.

Your goal is to grab four Smarties in mid-air after they fall from the cliffs, and then to use your Jetpack to get them over the water to the corral that awaits them. Just get close enough to the falling Smarties and they'll hop on your back. To drop one off, you need only step on the Smartie Drop-Off Pad inside the corral. Don't worry if one or two don't make it, because you'll have plenty of chances to get four Smarties across (see Figure 2.6).

The most important thing to remember here is your low fuel supply. Watch your fuel gauge and rest on anything that's sticking out of the water. Avoid landing in the water, as the fishes that can be found there will chomp your blue butt. When the four needed Smarties are in the corral, you'll be finished with this mission. You'll acquire the RPG gun, and Timmy will hop on your back as you head through the Mine Shaft to find Tel.

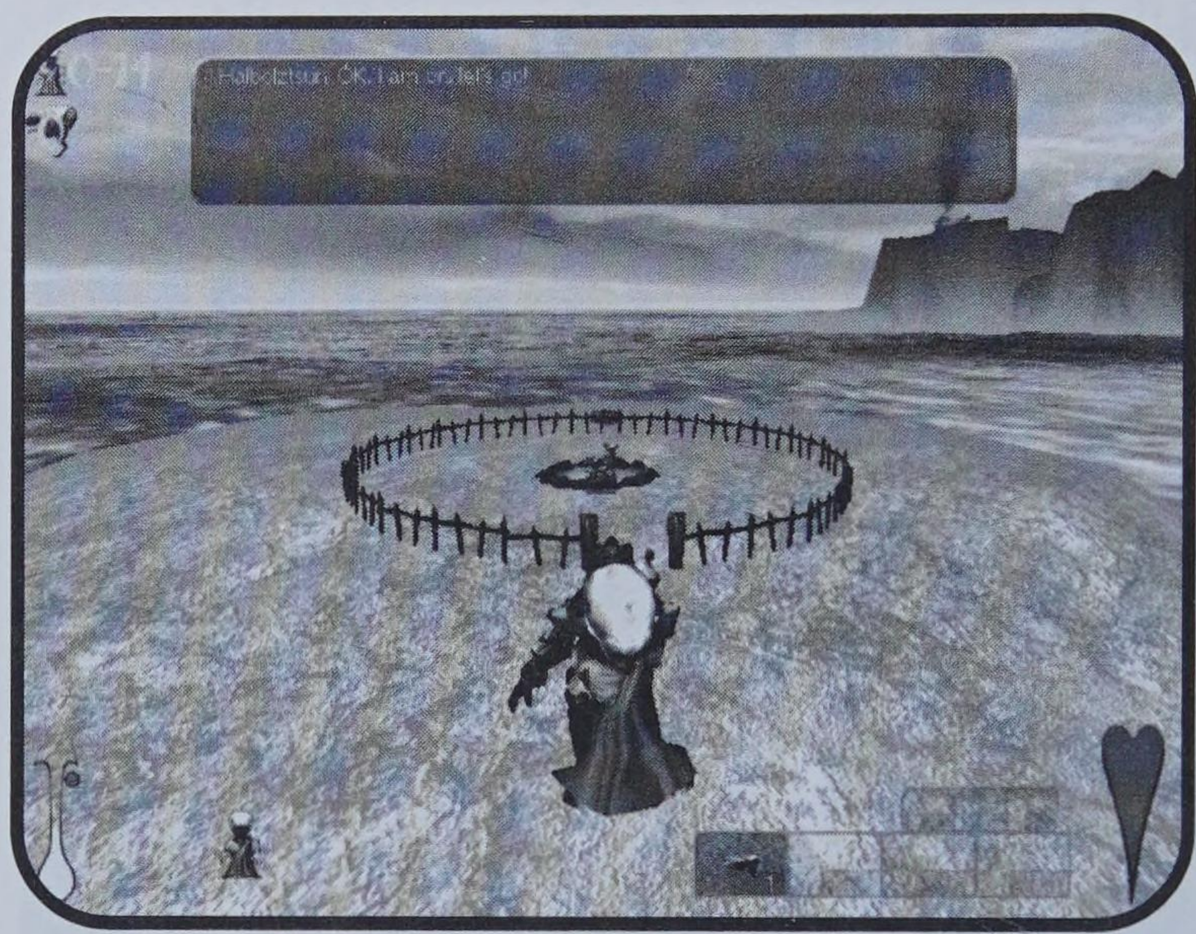


FIGURE 2.6:
YOU'RE READY FOR THE LAST MISSION IN THIS STORY ONCE YOU'VE GOT FOUR SMARTIES IN THE CORRAL.

TEL'S DILEMMA

After you pop out of the Mine Shaft, you'll be on another island with Timmy on your back and several Medium Rippers staring you down. You must fight your way through these foes to get to Tel. The RPG gun is very effective against the Medium Rippers and will usually kill an enemy in one shot. If you're at a distance, save your RPG ammo by using your Pea Shooter.

TIP

The Jetpack can speed your transit up hills and can also make a huge difference in your ability to avoid a Ripper attack. Don't be afraid to use the Jetpack to help you move more quickly around any parts of the islands.

Proceed through the small town and up the hill, taking out all of the Rippers that cross your path. You can also use your Jetpack to grab some air and avoid their attacks. Just remember to account for the added weight of Timmy on your back. This will inhibit the performance of your Jetpack, so be careful when you're maneuvering in the air here.

You'll eventually reach the top of a ridge where another blown-out bridge awaits. On the other side of this chasm are two Large Rippers (see Figure 2.7), who'll be more than happy to end your life in a hurry. Use your

RPG and Zoom Mode to take each of these beasts out from a distance. Don't get too close to the edge of the chasm and you'll be safe from these Rippers.

Figure 2.7:
Open up on these Rippers with your RPG.

Climb up the next ridge and continue to rake through the Rippers on the hill as well as those guarding the crashed ship. Keep your feet moving and use your Jetpack to avoid the missiles that these Medium and Large Rippers will be raining down on you. Eliminate the rest of the Rippers (see Figure 2.8) and move toward the ship. You'll soon be reunited with Tel, and will then move on to the next mission.

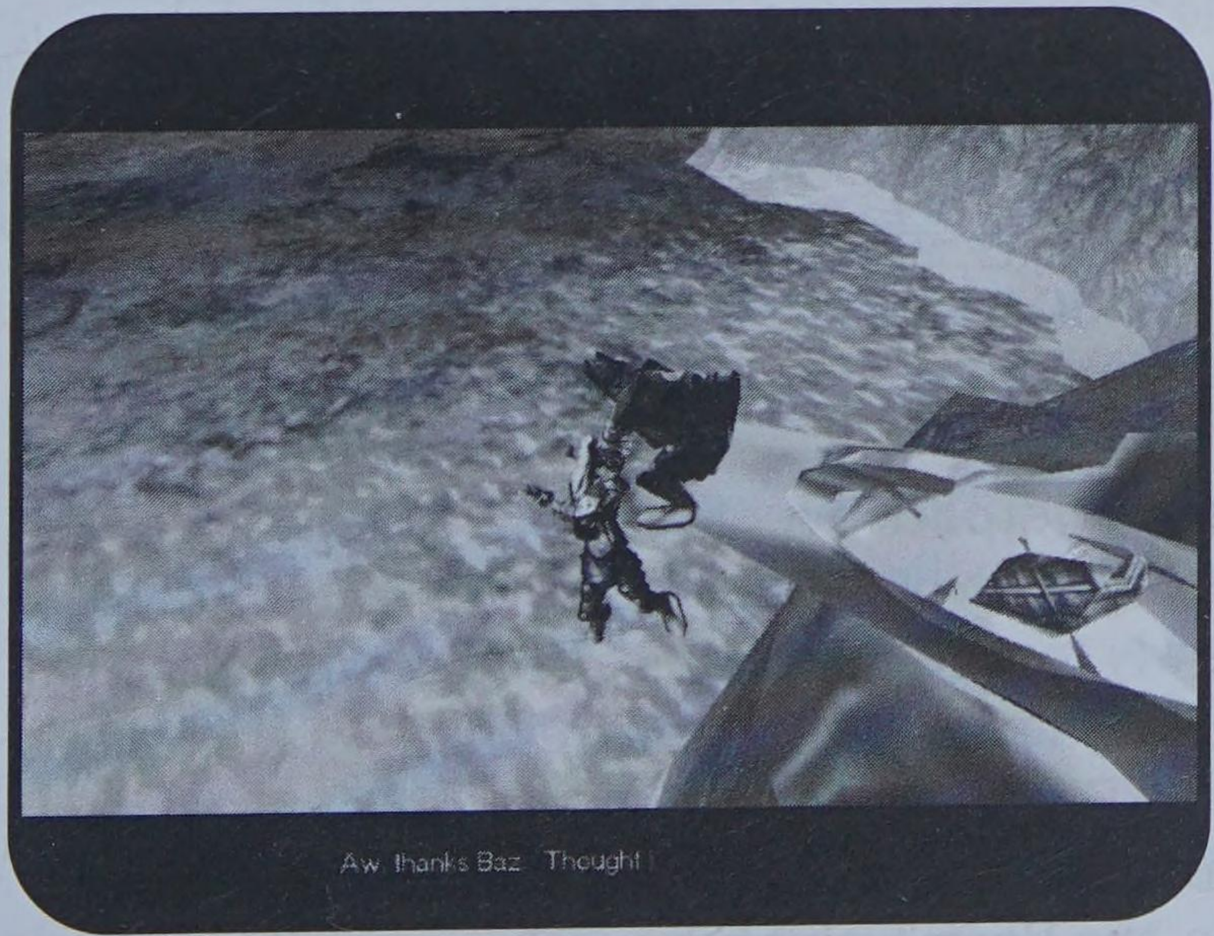


Figure 2.8:
Once these last Rippers are taken care of, you can rescue Tel and get on with it!

THE WAY TO SCORCHA ISLAND

Reuniting with Tel provides you with double the firepower since your new ally will aim and fire at whatever you do. The two of you now have to find your way to the Codpiece Hills on Scorcha Island.

As you head away from the spacecraft, hang a left and head down the valley toward the forested area below. Not surprisingly, you'll be facing Medium and Large Rippers as you proceed downward. Use your zoom to gun them down from afar. Tel will be helpful here, although his shots are not always as accurate as yours (see Figure 2.9).

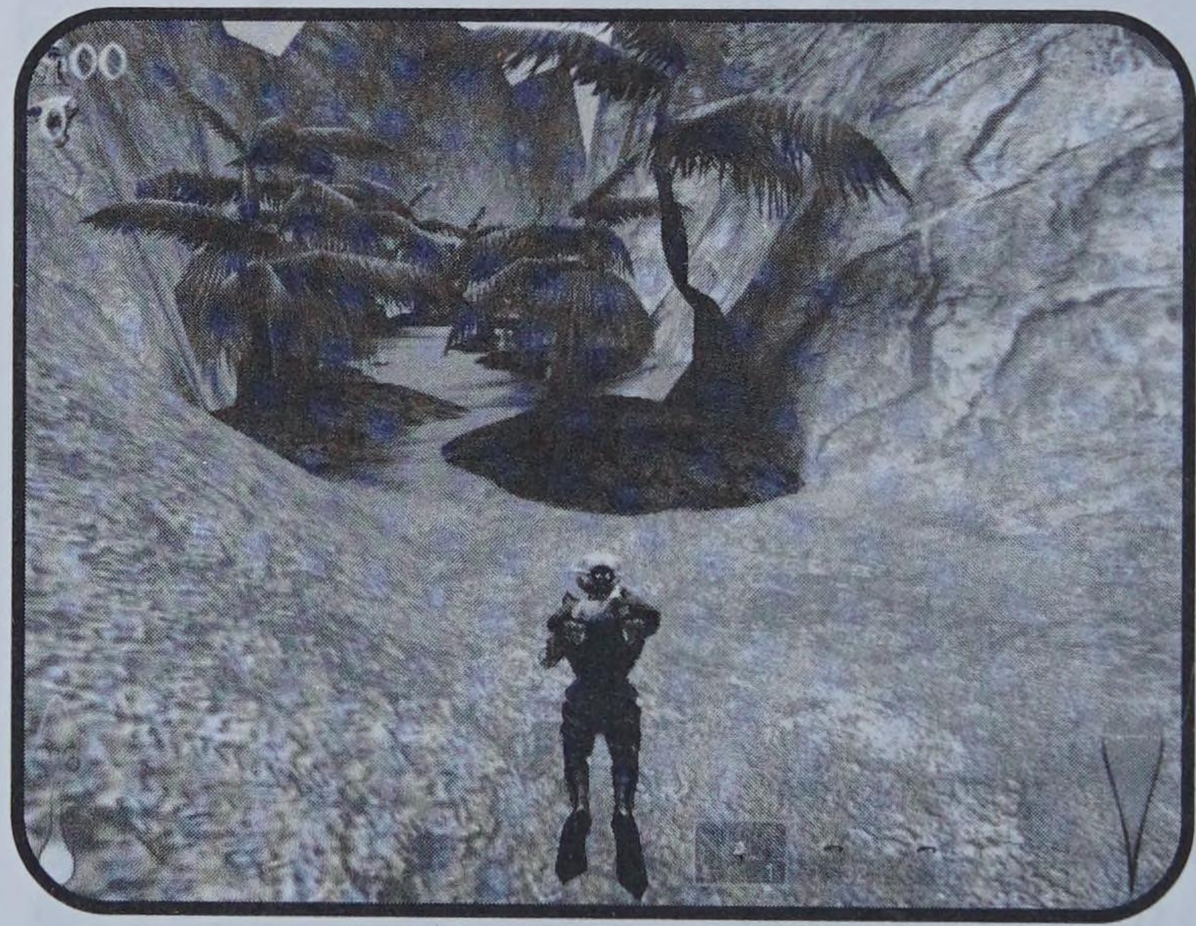


FIGURE 2.9:
PROCEED INTO THE VALLEY AND CLEAR OUT THE RIPPERS THAT TRY TO PREVENT YOUR SAFE PASSAGE.

After you've cleared the Rippers out, head up the other side of the valley toward the small tower and the wooden dock that extends out into the canyon. You'll immediately notice two Large Rippers on the small island in front of you; use your RPG to take them out as fast as you can. Once the monsters are history, Jetpack across to the island on the right. Unfortunately, you'll find two more Large Rippers there (see Figure 2.10) as soon as you land.

Dispose of these Rippers and Jetpack over to the Mine Shaft. This will transport you to the next area, where you'll find yourself at one end of a one-way canyon. Proceed slowly toward the beach ahead of you, moving carefully so you don't alert the annoying Verm that are sniffing around this area. The best thing you can do is arm your RPG and get the Verm in your crosshairs from a distance (see Figure 2.11). A single shot apiece should do the trick. If you can do this, the Verm won't have a chance to lay eggs and annoy you for hours on end.

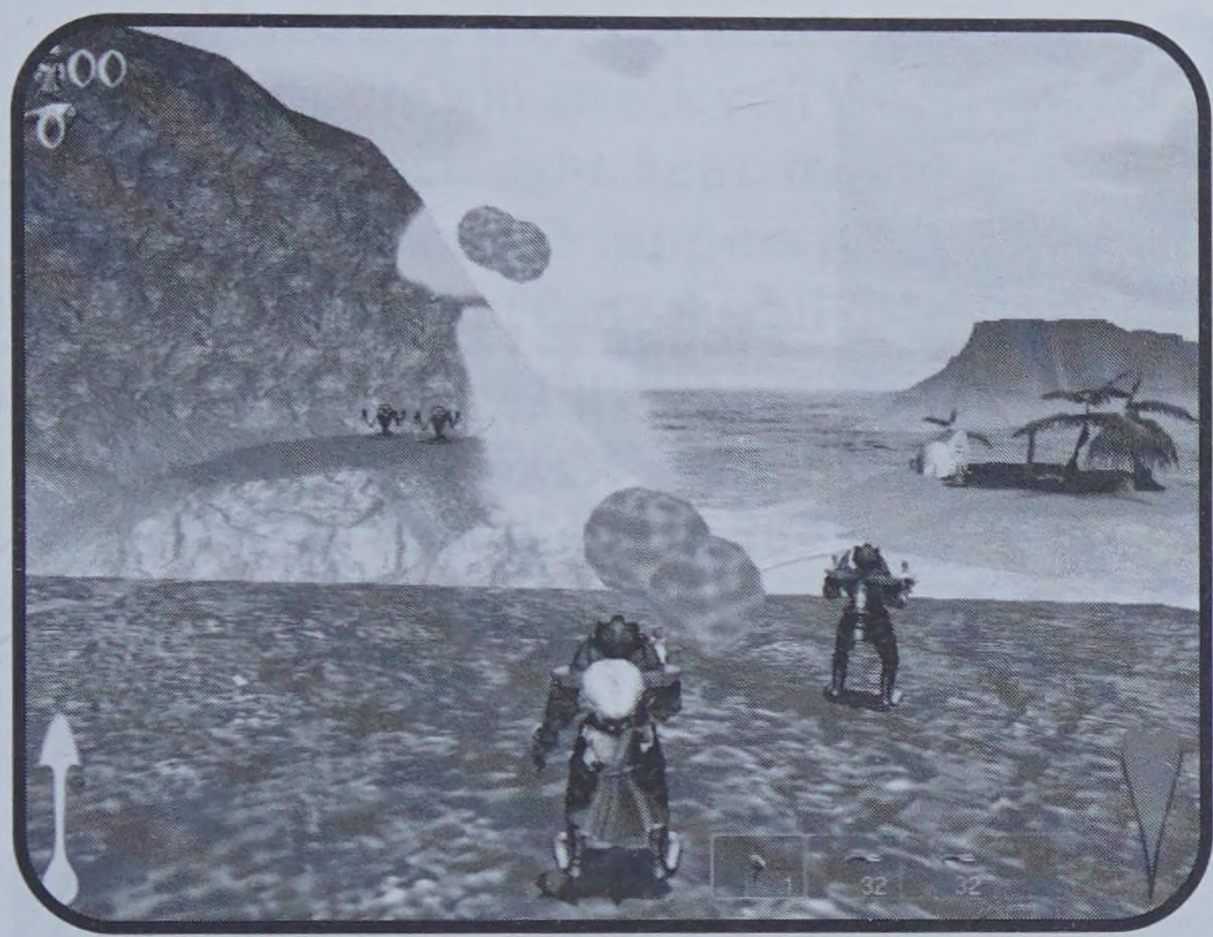


Figure 2.10:
You'll have to face two pairs of Rippers on these small islands before you can get to the next Mine Shaft.

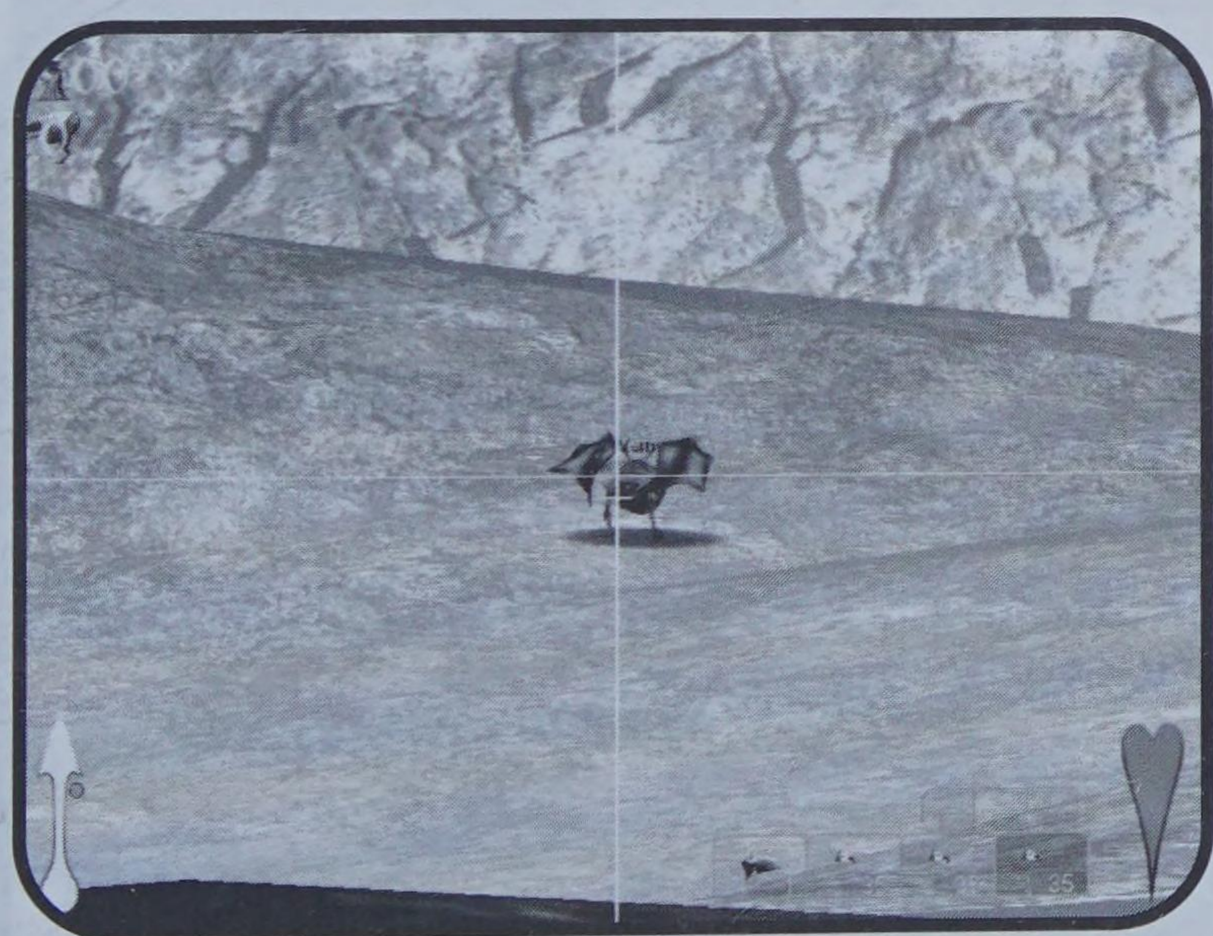


Figure 2.11:
Take the Verm out with your RPG from a distance or they'll be hassling you forever.

Hang a right and head for the large circular gateway, being careful to watch out for Rippers as you approach. When you reach the gate, go into Zoom Mode and snuff as many Rippers as you can see with your RPG. If you get too close, the Rippers will come at you from wherever they are in the courtyard, so be ready for some close-quarters fighting as well. Once this area has been cleared out, move on. Take care as you do so, however, as a pair of Reaper Guards is waiting for you in front of the Gift Shop. Use your RPG to take at least one of them out right away (see Figure 2.12).

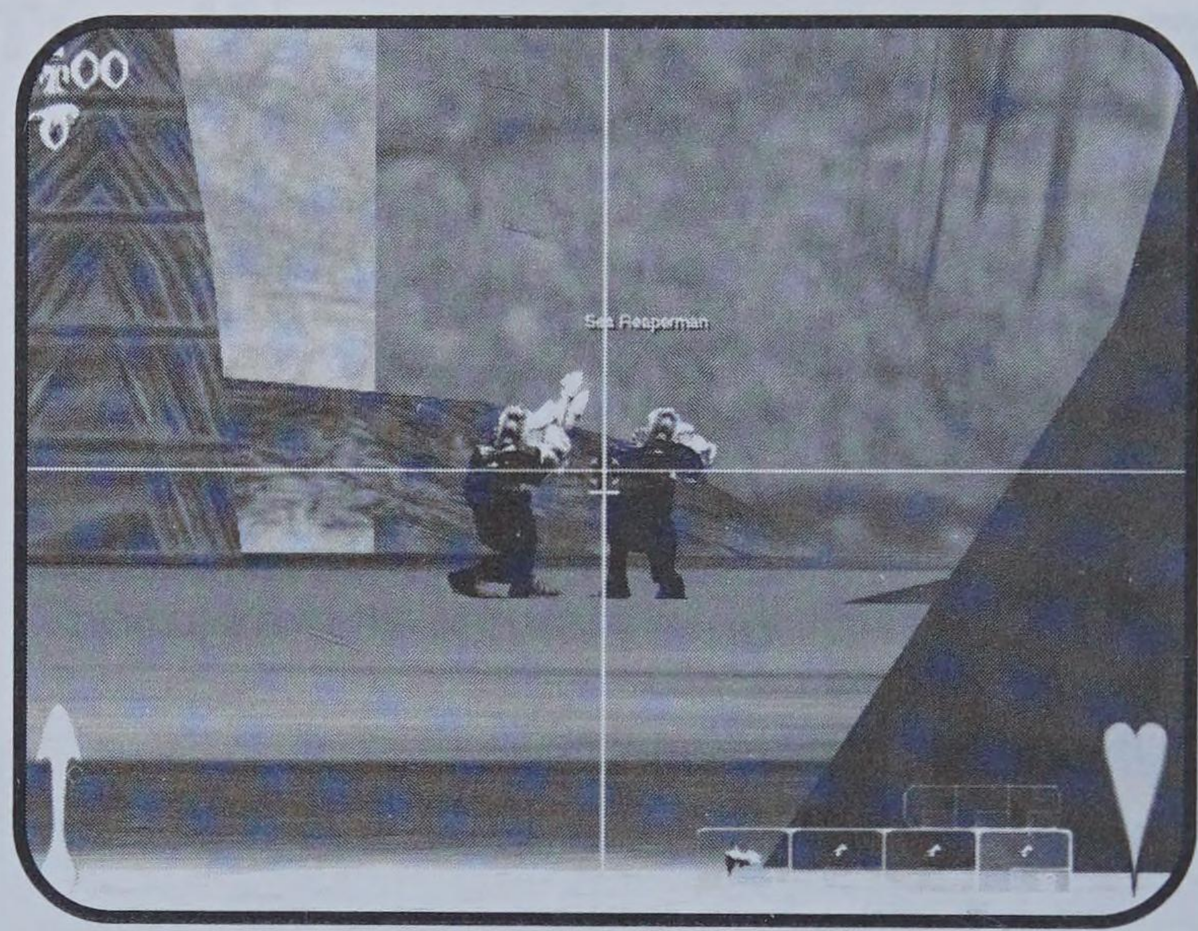


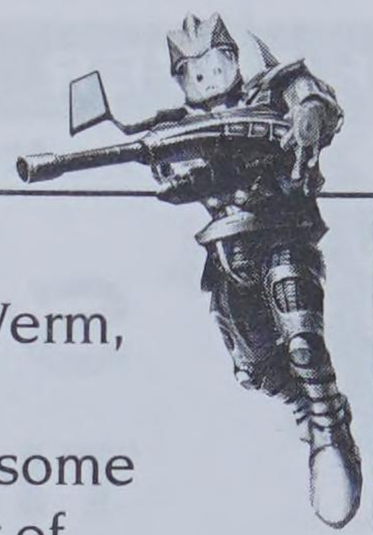
FIGURE 2.12:
FLATTEN AT LEAST ONE OF THESE REAPER GUARDS BEFORE HEADING INTO THIS COURTYARD.

REAPER GUARDS

Reaper Guards are your most plentiful enemies in the Meccaryn missions. The typical Reaper Guard is a one-eyed slave to Queen Sappho and her evil ways and will often stand between you and victory. Reaper Guards come in many forms, including snipers, Grenade throwers, and general infantry.

There are a few tried-and-true ways of taking out all the different types of Reaper Guards. The first choice, if you have the ammunition, is to use a Sniper Gun. When aimed at a Reaper Guard's head, this weapon will kill it in a single shot. Likewise, one RPG blast to the head will do the trick. Nailing Reaper Guards with head shots will reduce the amount of ammunition you need to spend disposing of them, so try to shoot them right between the eyes whenever possible.

For close-quarters battles with large groups of Reaper Guards, we recommend the Machine Gun coupled with the Shield. The raw firepower of the Machine Gun will reduce these enemies to dust, while the Shield provides extra protection for you. When a Reaper Guard dies, he often leaves behind up a power-up such as a Health Syringe or Sniper ammunition. Move quickly to pick up these power-ups, as they don't linger on-screen for long.



Move into the next courtyard. Expect fireworks. Reaper Guards, Verm, and Rippers will attack you from all sides. To deal with this rather ominous onslaught, keep moving while aiming and firing. This takes some skill, but since the Rippers pretty much stand still once they pop out of the ground, you can take all of the enemies out without too much trouble using your powerful RPG. Just remember to pick up the health left behind by the dead Rippers. Be sure to drop into the Gift Shop (see Figure 2.13) to replenish your RPG's ammo and perhaps grab a Health Syringe.

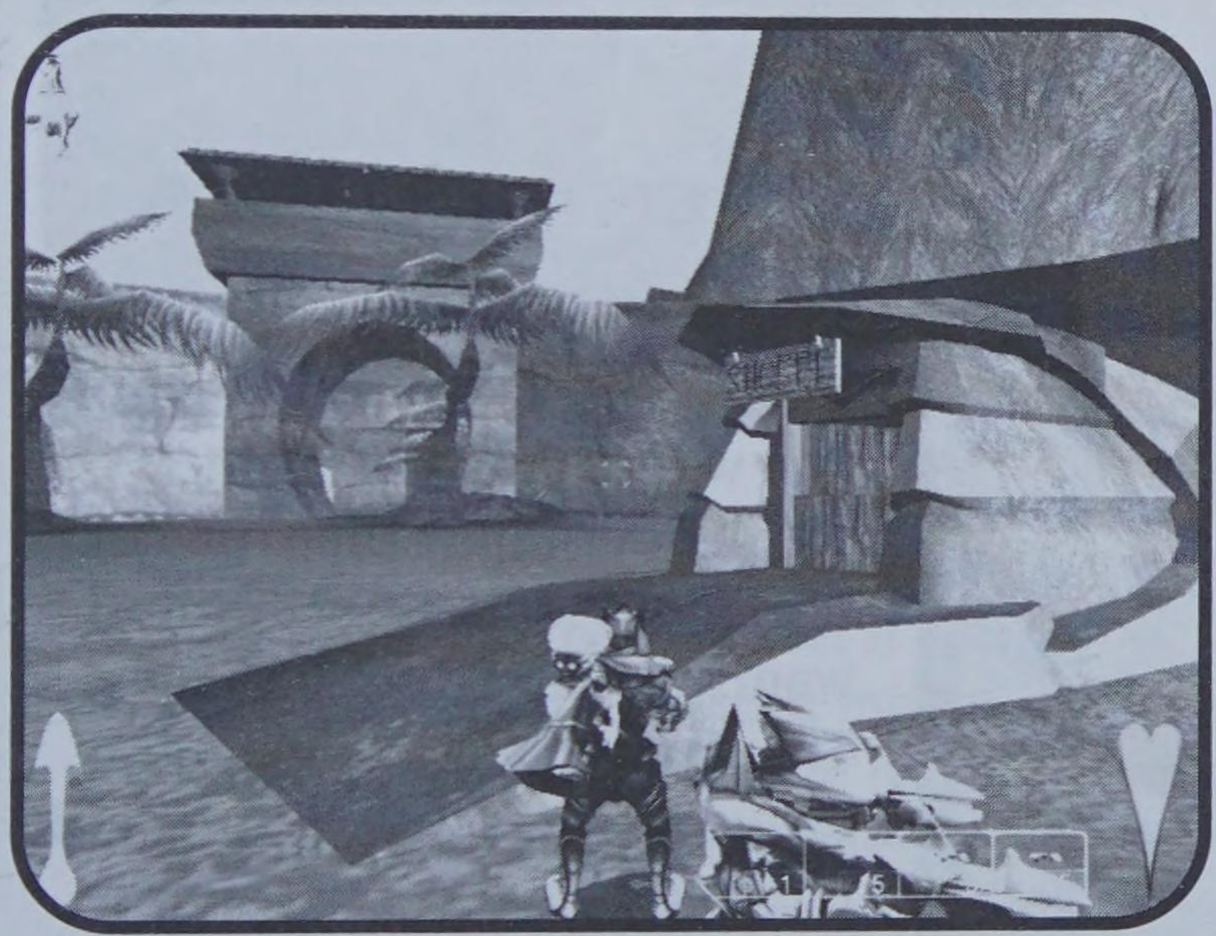


Figure 2.13:
The Gift Shop is an important stop for you to replenish your ammo.

TIP

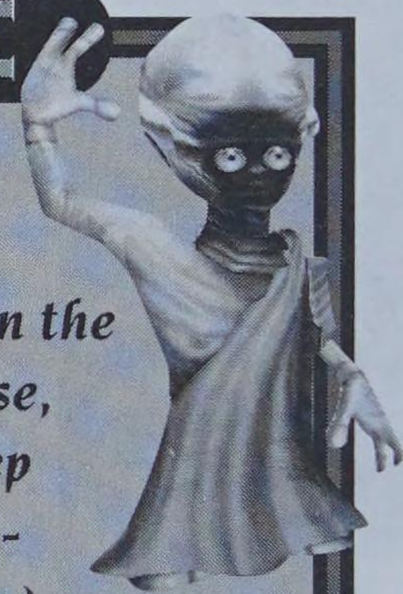
There are RPG shells and a Health Syringe in one of the courtyards behind a retaining wall to your left as you enter this area. These power-ups are not hidden, so you'll have no problem grabbing them, as long as you have a good look around each area.

Keep on trucking through these courtyards. Move to the next gateway that you see after you clear each courtyard. The next one you come to is another large area with many Rippers and Reaper Guards. This time you'll also have at least one Reaper Guard sitting in one of the towers with a Sniper Gun. Be sure to take him out first. Once you've wiped out all opposition in this area, proceed to the small town where the next Mine Shaft is. Hop into this tunnel to complete the first Meccaryn story.

STORY TWO: HUNGER IN THE CODPIECE HILLS!

Now that you've found Timmy's parents—well, parent—you discover that the old man is willing to help you out, but first you have to collect some meat for him to eat. Sound easy enough? It is, but of course that's not going to be enough, and you soon end up doing a lot more for the old guy. And thus our story begins…

NOTE



You'll likely be pestered by Rippers while you're shooting innocent Vimps in the valley below Timmy's house, so be ready for action. Keep your finger on the weapon-switching key (the "Q" key) so that you can move between the Pea Shooter for the Vimps and the RPG for the Rippers.

TWENTY PIECES OF MEAT

Before Timmy's father can tell you where your compatriots are, he demands that you get him some food. Specifically, he wants 20 pieces of Vimp meat. This may sound like a lot, but fortunately it's not a particularly tall order, as you must simply track down a herd of Vimps.

Head down the embankment in front of Timmy's home. You'll notice some Rippers shooting at you almost right away, so take a moment to blast them to bits if you can spy them in Zoom Mode. A herd of Vimps lumbering along in the valley below will soon come into view (see Figure 2.14). Jump down, using the aid of your Jetpack to cushion the landing, and start shooting up Vimps.

Don't waste precious RPG ammo on the Vimps, as your Pea Shooter will work just fine. When a Vimp gets pumped full of lead, it'll break into three pieces of meat. These chunks can be picked up simply by running over them, but be aware that Vimp meat only sits on the ground for a few seconds before it disappears. When you collect 20 pieces, the mission will end and you'll be immediately transported back to Timmy's father to discuss the condition of his meal.

Figure 2.14:
It shouldn't take long for a pack of Vimps to wander by in the valley below.

Starving!

Now that you've so courteously gathered no less than 20 pieces of fine Vimp meat, you're told that it isn't good enough because the old man's wife isn't there to cook the meat for him. Of course, his memory is fuzzy without food, so now you're recruited to rescue his wife! Fortunately for you and Tel, the Smartie gives you a Holly Bush (also known as the Bush Pack) disguise that will temporarily keep you hidden from the enemy.

NOTE

The Bush Pack is an add-on that works with your Jetpack energy. Activate it to disguise yourself as long as you have fuel in your Jetpack.

Before you start, remember that this mission is about stealth, not brawn. Head out to the ridge and look out over the town below to your left. Use your Zoom Mode and RPG to gun down any Reaper Guards that you can see from this distance, then jump down to the beach and take out any that run up to greet you. Start to move toward the town when these enemies have been dealt with. As you approach the community, use the Bush Pack to disguise your movements. Head left to an isolated spot adjacent to the cliffs where you can turn off your pack and let it recharge (see Figure 2.15).

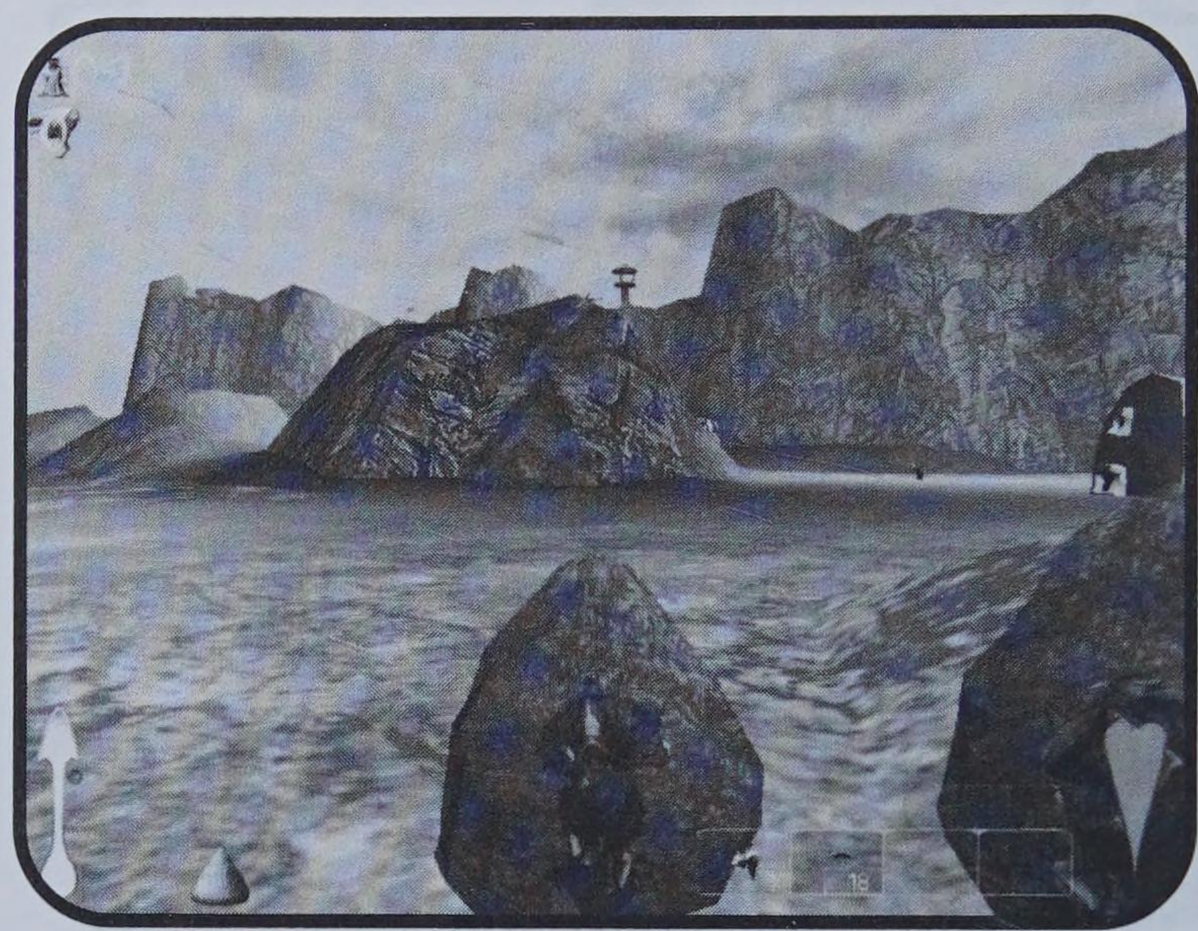


FIGURE 2.15:
STICK TO THE LEFT OF THE TOWN AND HIDE BEHIND THE CLIFFS WHERE YOU CAN LET YOUR JETPACK RECHARGE.

Continue around to the left, using the Bush Pack to keep yourself hidden whenever the hills on your right don't do the job. Work your way toward the Barracks where the Smartie's wife is being held, fighting as little as possible on the way there. You'll come to an area with a standard Reaper Guard Barracks; destroy it with your Pea Shooter then sit back and pick off any Reaper Guards that come after you (see Figure 2.16). After you've done this, proceed to the Guard Tower above you to your left. From this area, you'll be able to see the Barracks housing the Smartie.

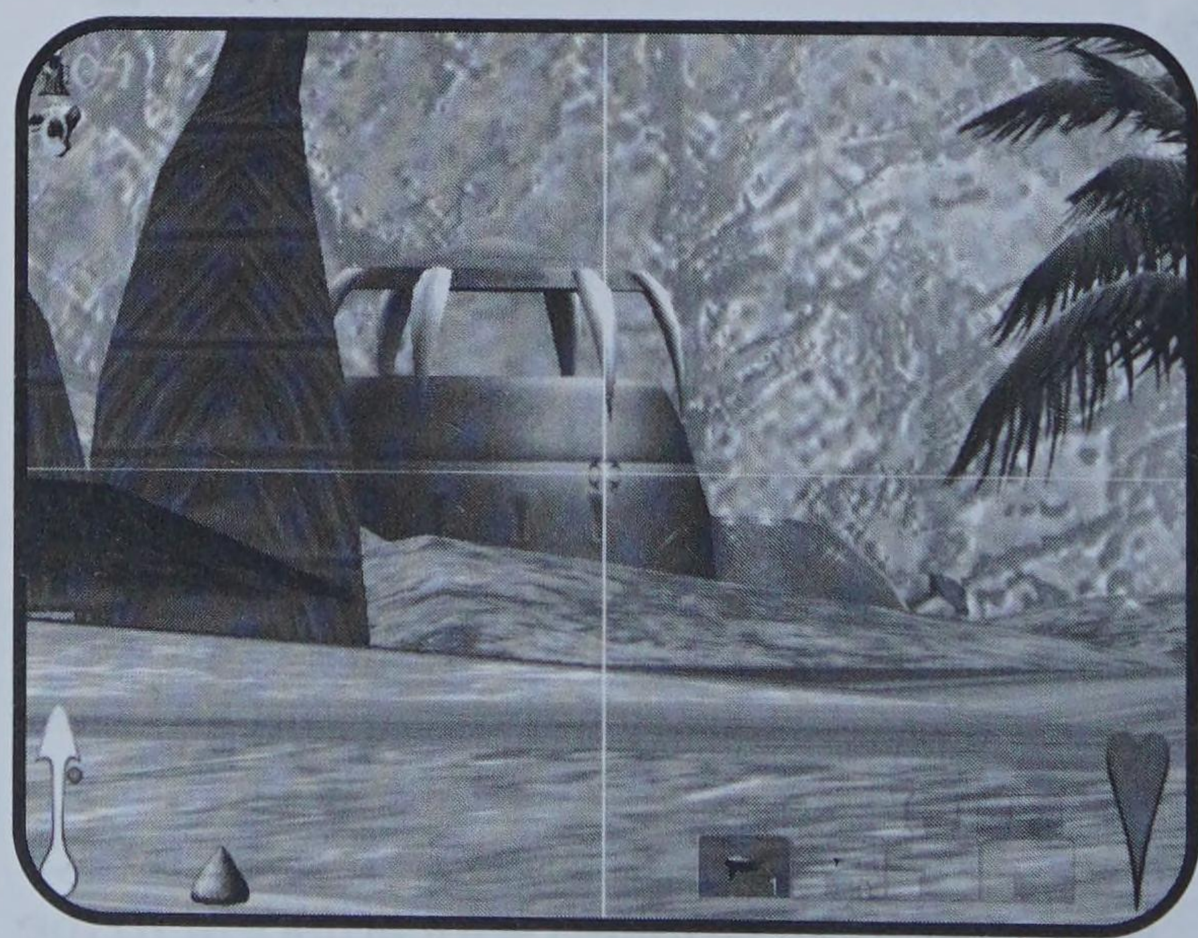


FIGURE 2.16:
SIT BACK AND LET THE ENEMY COME TO YOU. GOING IN GUNS-A-BLAZING IS A RECIPE FOR DISASTER.

Get as close to the Barracks as you can without being noticed, then engage the Bush Pack to get across the final distance until you're inside

(see Figure 2.17). Do *not* attempt to fight it out with the Barracks guards; they'll make mincemeat out of you and Tel. Sneak your way inside and you'll be treated to a cinematic where you and your companion pump about 300 rounds of red-hot ammunition into a Reaper Guard as retribution for his abusive treatment of the female Smartie tied up inside.

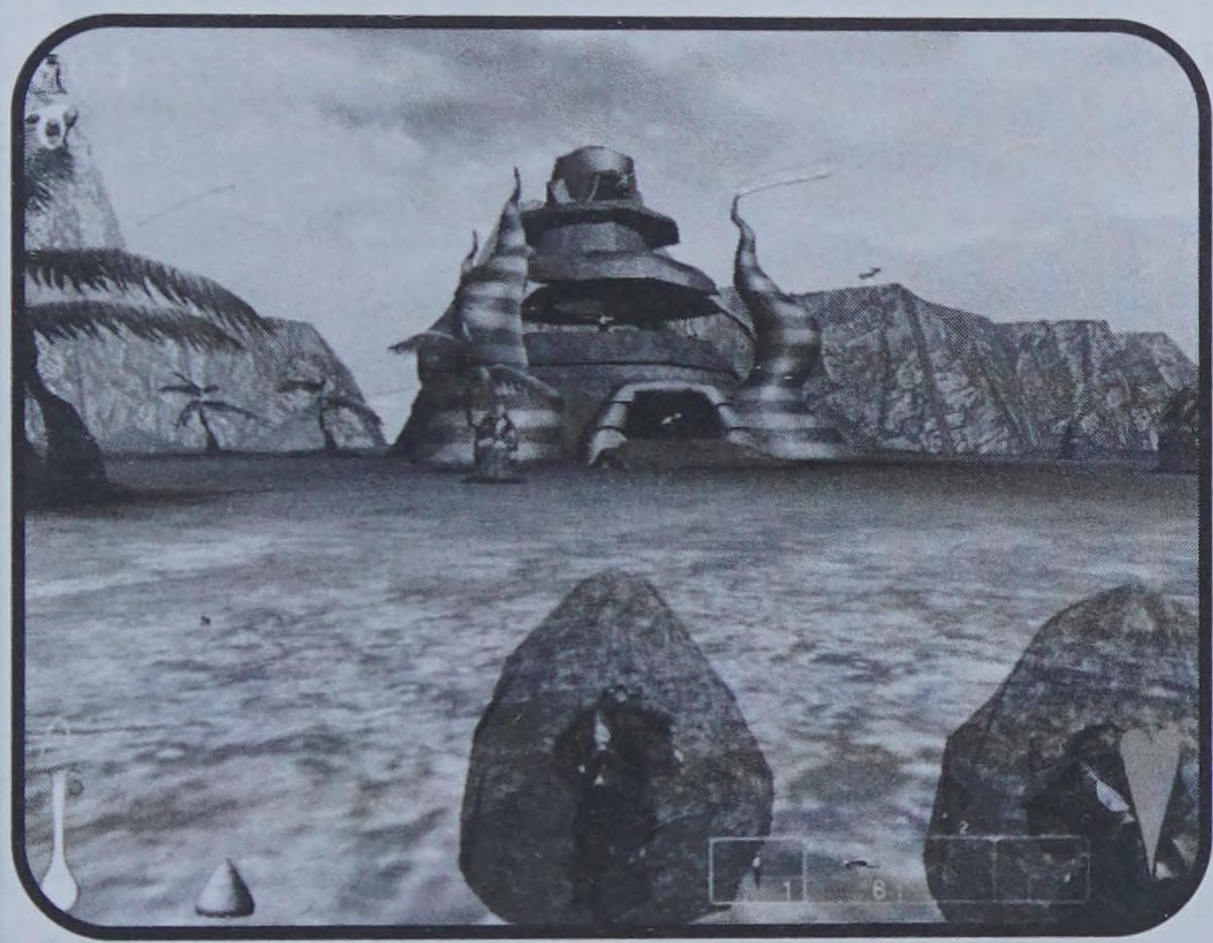


Figure 2.17: Use your Bush Pack to get inside the Barracks without alerting the Reaper Guards who patrol it.

The Road Home (with someone's wife on your back)

Now that you've successfully entered the Barracks where the Smartie woman was being detained, she'll hop up on Tel's back. You'll now have to make it back to Timmy's home with her in one piece. This part is actually tougher than the journey out here, but at least the path home remains the same.

The first thing you need to do is re-engage your Bush Pack, then head straight out the front door and move toward home. Go to the left in an effort to round the small hill. This will provide some cover and give you the opportunity to recharge your pack.

Things get a lot tougher when you round a corner to find a Reaper Guard patrol with a Sonak (see Figure 2.18). Sneak up to the Sonak (in bush form) and then open fire with the RPG while your Jetpack recharges. It's entirely likely that it will get a chance to use its sonic capabilities and shake the ground beneath you (doing plenty of damage). If the beast rears up and slams the ground, hit your Jetpack right away so that you can get off the ground, where you'll be safe!

SONAK

Sonak is a large, lumbering beast that's a cross between an elephant and a Wookiee. Although these beasts look terribly scary, they're actually quite easy to dispose of with a Machine Gun or a RPG. A few well-placed shots and the Sonak will be pushing up daisies.

The key to safely handling a Sonak is to stay far enough away from its two main weapons. The first weapon is the creature's innate ability to slam the ground and create a ripple that will heavily damage and stun your men. To avoid this, you can either time the slam with your Jetpack and simply fly away from the quaking ground, or you can stay far enough away from the Sonak that the attack won't hurt you.

A Sonak's second weapon is the Gun Turret that a Reaper Guard will often (but not always) man on the back of the creature. These Turrets fire explosive shells and are extremely dangerous at close range. Again, the rule of thumb here is to keep your distance from the Turret, even after the Sonak has been killed. Remember that the Reaper Guard manning the weapon may still fire at you in the time before the Cleaners completely remove the Sonak's corpse.

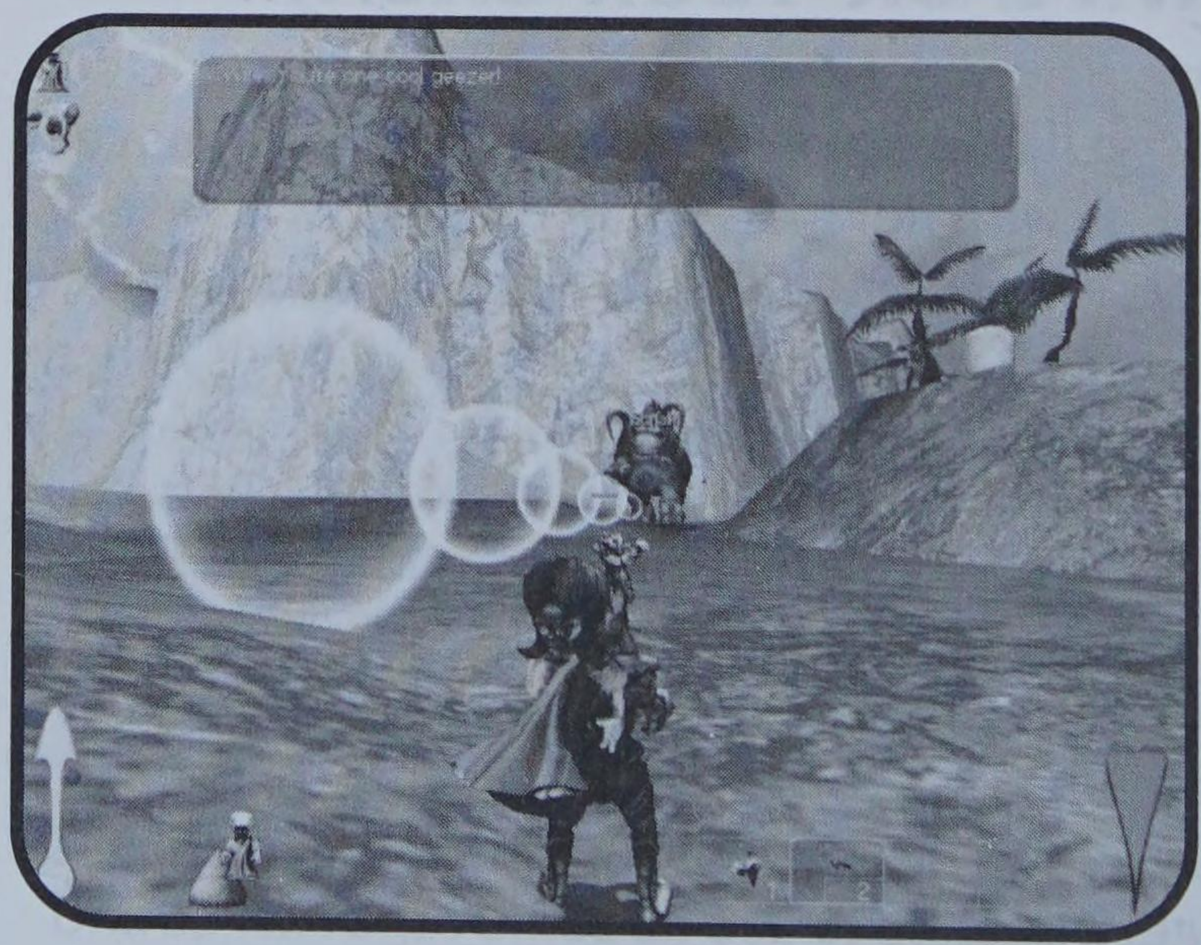
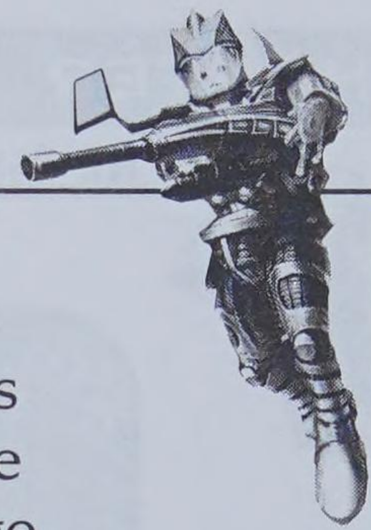


FIGURE 2.18:
THE SONAK WILL GO DOWN WITH ABOUT EIGHT RPG SHOTS, BUT IT MAY STILL GET A CHANCE TO LAUNCH AN ATTACK ON YOU.



NOTE

At the end of this mission, you'll be given a Nitro Pack that Timmy made for you. While this nifty accessory won't blast you to the moon, it will give you the extra oomph you'll need to get to much higher locations with your Jetpack than you'd be able to reach otherwise.

After the Sonak and his Reaper Guard buddies are pushing up daisies, engage your Bush Pack and head back to Timmy's home. Along the way you'll face a few Rippers and a few Reapers, but if you use your pack carefully for camouflage (attacking any Reaper Guards who chase you when you pop out of your cover) and move quickly, you'll be able to make it back without a problem.

As you approach the cliffs that lead up to Timmy's home, you'll have a few Medium Rippers to fight with. This shouldn't be anything that you can't handle. Go up the cliffs in stages and use your Jetpack for added lift. When you get back to Timmy's father, you'll reunite the family and find out that that scoundrel Reg (one of your Mecc buddies) had a tryst with Timmy's mother inside a bush! Which leads us to your next mission…

Grandpa Borjoyzee

Before you can go to Whittington Prison and free poor Timmy, who's apparently been captured by the Sea Reapers, you must clear out the High Village. This involves getting rid of all of the Rippers that are up there, and believe us, there are plenty to take care of! The upside to this task is that the boat and Borjoyzee, await you just beyond the town.

Head over to the High Village as soon as the mission begins. It can be found on top of the cliffs that you passed when you were retrieving Timmy's mother from the Barracks (see Figure 2.19). Get ready for some fierce action. Before climbing the cliff (with the use of your Nitro Pack), move to the base of the rocky face and draw a few Rippers down to you. This will nicely lessen your burden when you get up there.

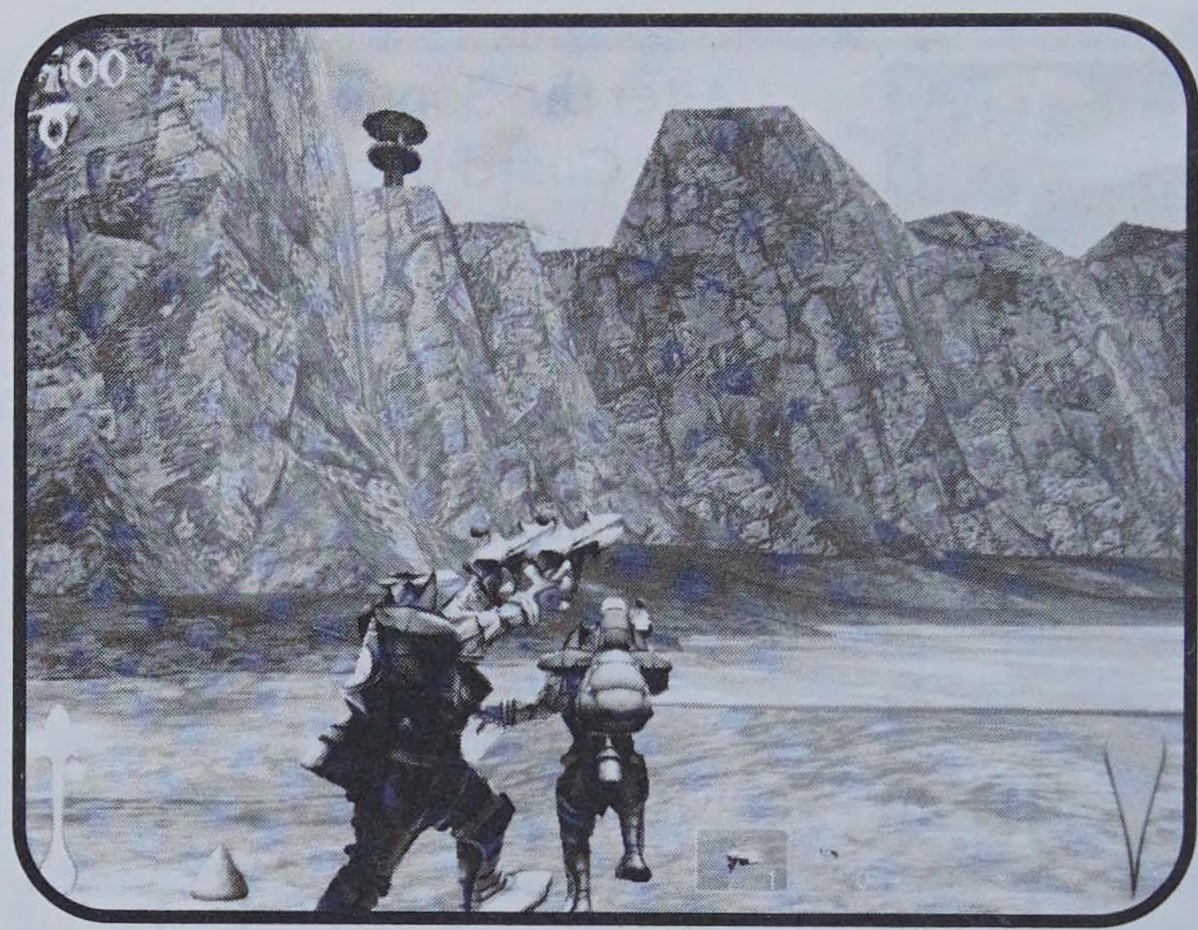


FIGURE 2.19:
GO HERE TO CLEAR THE HIGH VILLAGE OF RIPPERS.

Piles of Medium and Large Rippers will come at you from all angles when you reach the village. It's best to fire aggressively with your Pea Shooter (remember that Tel will be helping out) and aim first at the Ripper Barracks, then at the individual creatures. Remember to pick up the health left behind by Rippers as they die. If you can dodge carefully and pick up all the health left behind, you'll have a fighting chance to clear the village in one try.

Once the first village has been cleared, you must proceed to the next one and clear it as well. Two Barracks are located there, but this job isn't as difficult as your last task. When the last Ripper is dead, go down to the water. There you'll find Borjoyzee. He will have you board his boat so that you can sail to Whittington Prison to find Timmy (see Figure 2.20).

FIGURE 2.20:
ONCE YOU MEET UP WITH BORJOYZEE, YOU'LL BE SAILING FOR WHITTINGTON PRISON.

Story Three: Dick Whittington Prison

Timmy has been ostensibly interred somewhere in Whittington Prison, and you must complete several difficult tasks to see if you can track the poor lad down. You begin on the shores of near the prison and soon end up fighting Sonaks and Reaper Guards alike.

Reg's Dilemma

After a brief journey over the water with Borjoyzee and Tel, you arrive in a small alcove on the shores of Whittington Prison Island. Your first task will be to rescue Reg from the back of a Sonak wandering the island. Fortunately, there's a nearby Gift Shop where you can stock up on the ammunition you'll need for this assignment.

Once you get your bearings, proceed to the ridge overlooking the beach and the Gift Shop. You'll see two Reaper Guards guarding the store, so carefully line them up with your RPG and decapitate them post-haste. Now enter the Gift Shop and replenish your ammunition. While you're there, also pick up the Machine Gun (with 2,500 ammo), a Health Syringe, and a Shield Pack (see Figure 2.21).

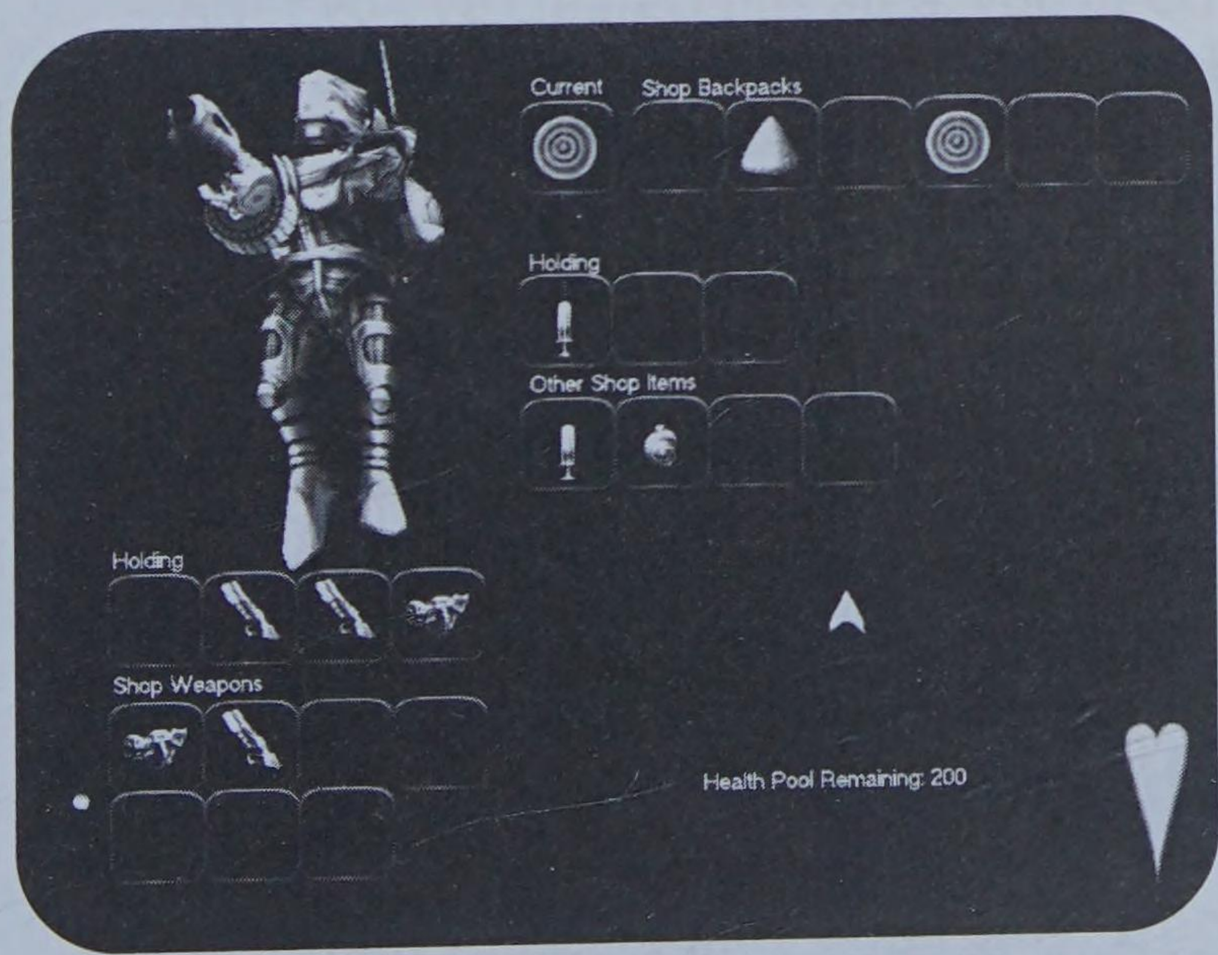


Figure 2.21:
Restock your supplies at the Gift Shop.

Now proceed to the canyon to the right of the Gift Shop; here you'll find the Sonak with Reg on its back. Just keep moving along the canyon and you'll eventually see the creature. To take the Sonak out, simply hit it

with eight RPG shots (which can be accomplished in Zoom Mode) and run up to its carcass to meet up with Reg. Once Reg is back with the team, you'll have an extra set of guns on your side. You'll still have to get him to Borjoyzee, though, so do an about-face and start heading back the way you came. Climb onto the outside ridge of the canyon where the trio won't be bothered by too many Rippers (see Figure 2.22). You can also return by going straight down the canyon, killing the Rippers as you go.

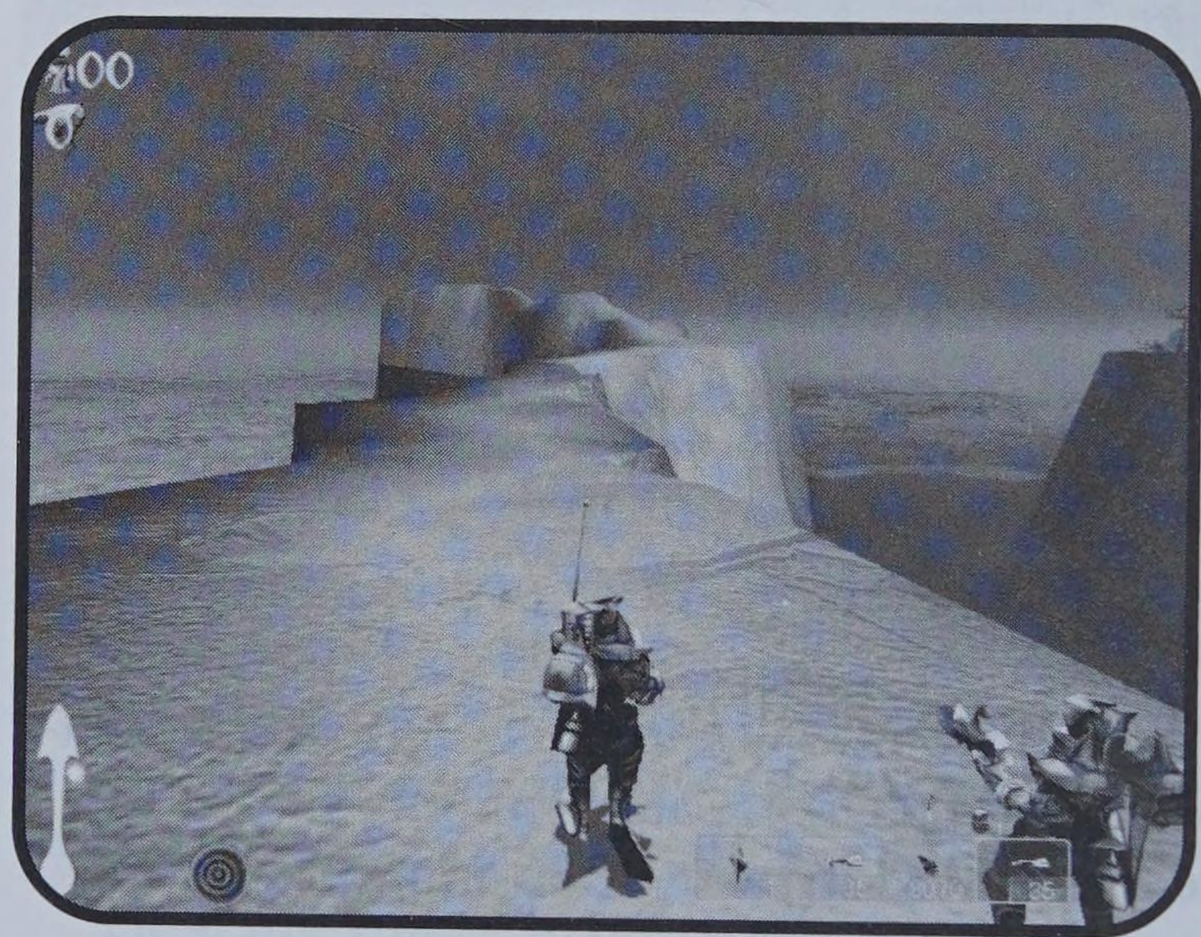


FIGURE 2.22:
USING THE HIGH CANYON WALLS TO TRAVEL BACK TO BORJOYZEE WILL SAVE YOU SOME FIGHTING WITH THE RIPPERS BELOW.

TIP

When you're into hot and heavy fighting with Reaper Guards, use your new Shield Pack to help protect yourself from taking hits. It only lasts a short time, but that's all you'll need it for if you're using your Machine Gun properly.

THE REAPER GUARD BARRACKS

When you get back to Borjoyzee, you'll find out that the Smartie Reg had relations with was really Borjoyzee's daughter! Borjoyzee now gives you a Sniper Gun and asks you to take out the three new Reaper Guard Barracks that have been erected in the prison.

First, scout the area around the Gift Shop with your Sniper Gun. You'll see about six Rippers. Take this opportunity to see what the Sniper Gun can do and clear out all of the

beasts from your long-distance vantage point. After all of the Rippers have been toasted, head into the Gift Shop and restock your ammunition.

Now head to the opening in the cliff face that's directly behind the Gift Shop. Proceed cautiously because you don't want to alert the guards to your presence right away (of course, one of your pals might just alert them anyway). Take out this first Barracks with your Machine Gun (see Figure 2.23), blasting down any Reaper Guards that get in your way!

Figure 2.23:
The Machine Gun is your best friend when facing large groups of Reaper Guards in Whittington Prison.

After you've cleared this area, you need to Jetpack up one level to find the next Barracks. You may want to wait and scope out the Barracks first using Zoom Mode, however, it's visible from the ramp near the entrance you just came through. Prepare for some substantial action with Reaper Guards when you get to the next level. It's probably best to keep your Machine Gun armed at this point, because this is a fairly small area and the weapon's rate of fire is excellent. When this area is cleared, you'll see some wooden bridges above your position, along with the top of the last enemy Barracks that you must destroy (see Figure 2.24).

The last Barracks poses a slight logistical problem because you must cross a bridge to get to it. This bridge acts as a choke point where the enemy can concentrate its fire, so be sure to avoid taking heavy damage by using your Jetpack. Fly across the chasm and lay some hurt on the enemy when you get to the other side. When the final Barracks and the Reaper Guards have been destroyed, you'll see a cut scene that leads you to the next mission.

FIGURE 2.24:
CROSS THIS BRIDGE TO GET TO THE NEXT (AND LAST) BARRACKS THAT YOU MUST DESTROY.

THE SONAK PATROL

Borjoyzee begins this mission by instructing you to destroy the three Sonak patrols standing guard along the outer ring of Whittington Prison. While this may sound like a daunting task, if you have your RPG and Sniper Gun along with plenty of ammunition for both, you should be able to manage with little trouble. If you're short on ammo, visit the Gift Shop by the beach before you venture forth.

Eliminating the first Sonak patrol is a snap. All you need to do is move forward to the tower that's across the wooden bridge from your starting position. Use your Jetpack to climb up the tower, then jump to the ridge just beyond it. If you look down from here, you'll see the Sonak patrol sitting below you (see Figure 2.25). Use your RPG to take it out from the safety of this lofty height. Once the patrol is toast, jump down (using your Jetpack to break your fall) and finish off any remaining Reaper Guards in the vicinity.

Once the first Sonak patrol has been wasted, you might want to hit the Gift Shop again. When you're ready, proceed down the canyon in search of the other two patrols. The best way to deal with the remaining two Sonak groups is to take them down with your Sniper Gun. The Sniper Gun's nearly instantaneous action means that you'll be able to kill most of your enemies even over long range. When you get close to a group, use your Machine Gun to mow down anything that stands in your way (see Figure 2.26). You'll be able to move to the next mission after the three Sonak patrols have been finished off.

Figure 2.25:
Gun down the first Sonak patrol from above and you'll save yourself some headaches.

Figure 2.26:
The Machine Gun comes in handy if you find yourself face-to-face with a Sonak patrol.

Destroy Three Guard Launchers

Borjoyzee will steal the gate horn from one of the Reaper Guards on top of a tower and blow the horn to lower the drawbridge to the next island. Your new job will be to destroy three Guard Launchers. To accomplish this, you'll need to utilize the new high-tech Missile Launcher that Borjoyzee has just given you.

Begin by moving across the bridge to the next area. You'll notice at least a pair of Reaper Guard patrols to your left (see Figure 2.27). Use your Missile Launcher to blow them to bits from a distance. Further left there is

a Reaper Guard with a horn. Be sure to take him out quickly before he notices you. Otherwise, he'll blow his horn and alert other guards to your presence.

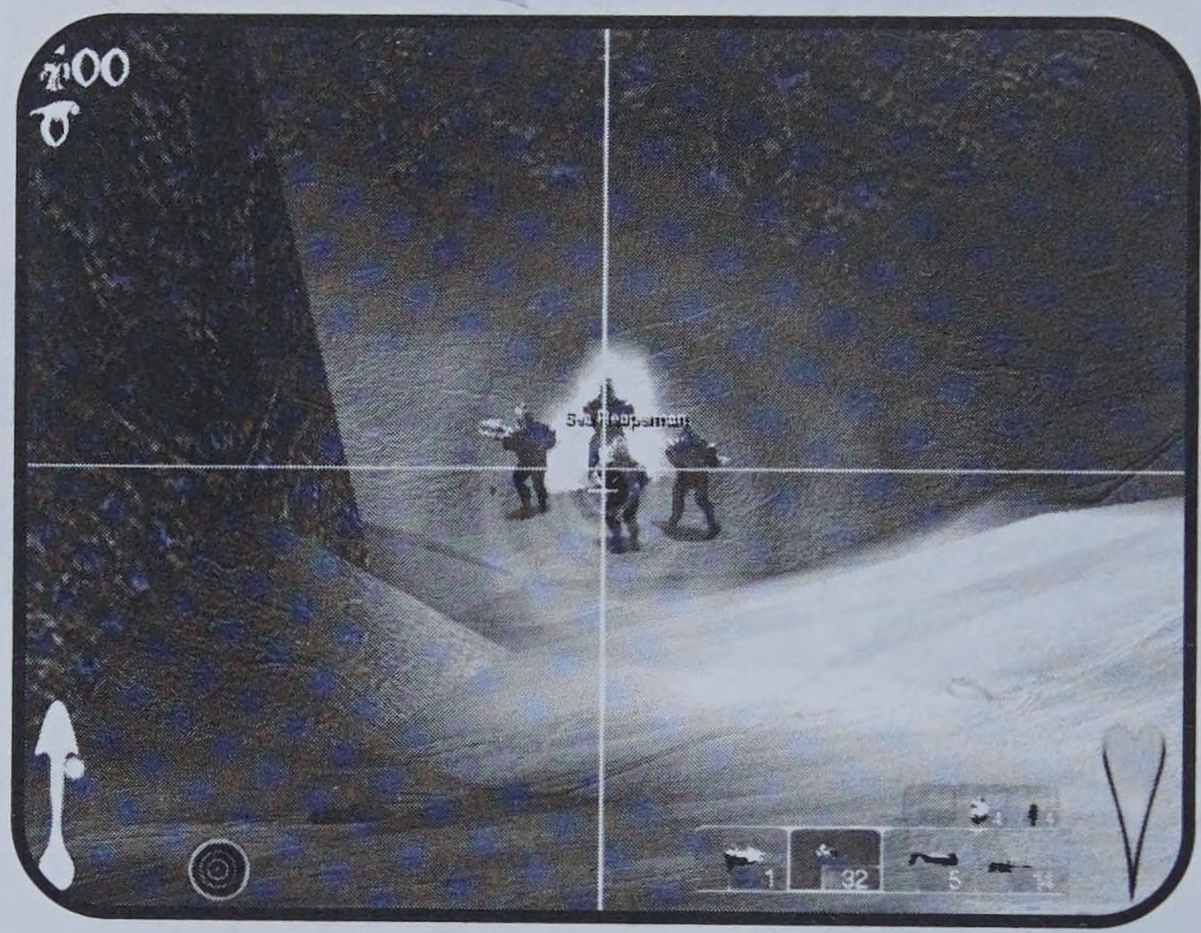


FIGURE 2.27:
ENEMIES WON'T KNOW WHAT HIT THEM WHEN YOU USE THE MISSILE LAUNCHER.

When these foes have been disposed of, move toward the Gift Shop that sits by the tower and the water. There's a single Reaper Guard there that should be disposed of with one shot of your Sniper Gun. Fill up your ammunition stores at the Gift Shop and then go back around the mountain range and head up the path toward the enemy installations. When you see a tower in the distance, be sure to use your Sniper Gun to eliminate the Reaper Guard (see Figure 2.28) right away (he holds a horn and will blow a warning to his fellows if you don't take him down fast).

NOTE

To destroy a Guard Launcher, you must knock out both the mechanism on top and the base underneath base! Blasting just the top portions of the launchers won't be enough to progress to the next mission.

Continue up the hill while keeping an eye out for the enemy snipers waiting for you in the hills. As a general rule, it's best to keep your Sniper Gun armed while moving through this area. It will always give you the best chance to knock out an enemy sniper in a hurry. Move up the pathway to an enemy

base camp, where you'll see three Guard Launchers on small hills. Take out any Reaper Guards that get in your way, but stay on the ridge because there's no need to get close to any other enemies (or the Barracks, for that matter). Sit back and fire your RPG from this position until all the Guard Launchers have been destroyed (see Figure 2.29). The mission ends when this task has been completed.

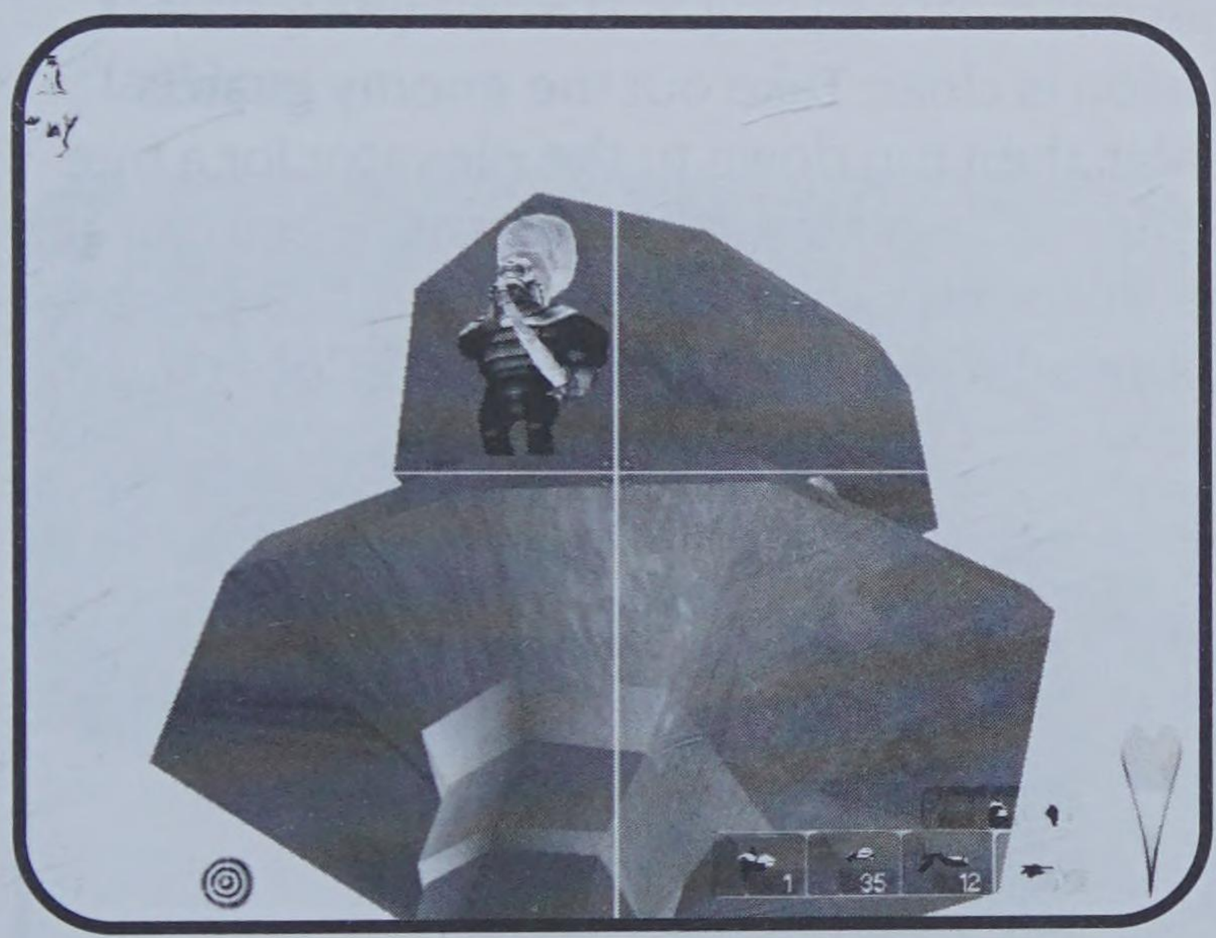


Figure 2.28:
Use your Sniper Gun to take out any enemies in towers.

Figure 2.29:
Use your RPG on the three Guard Launchers from afar.

DICK WHITTINGTON LIFT

Your job in this mission is simply to do what the chicken did when he looked at the road. That is to say, you need to get to the other side. In this case, the other side of a chasm that's only accessible by a lift, which happens to be heavily guarded. Indeed, what stands in your way is an express elevator that'll take you up the cliff and several nasty Reaper Guards guarding the mechanism.

Your mandate for this mission is clear: Take out the enemy guards quickly and effectively from afar, then run down to the elevator for a free ride to the top! Move to the edge of your starting point where you can get a view of the elevator and the Reaper Guards watching over it. This is the perfect opportunity to slay them all with a few well-placed Sniper Gun shots (see Figure 2.30).

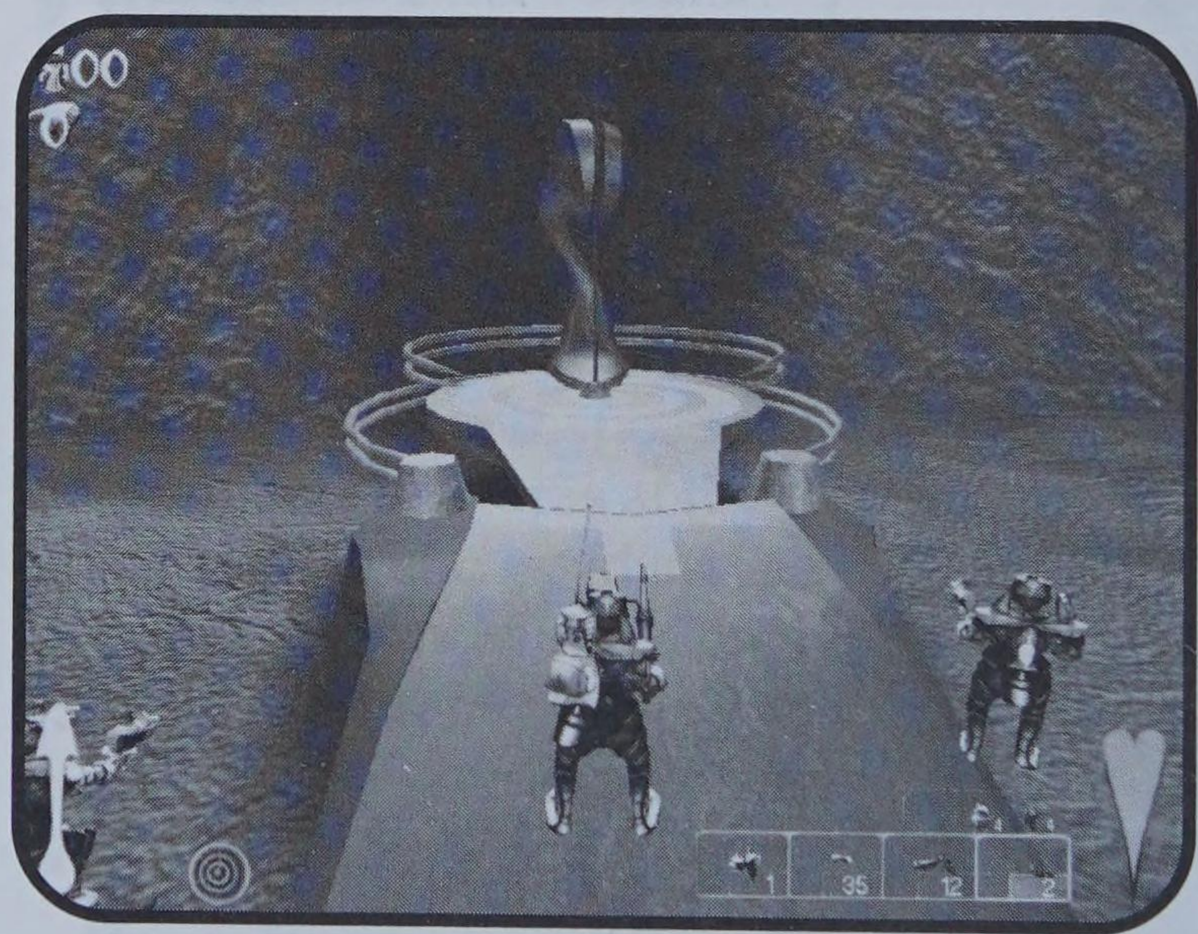
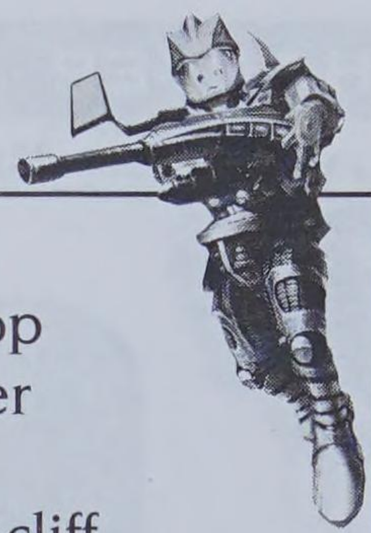


FIGURE 2.30:
USE YOUR SNIPER GUN TO CLEAR THE WAY, THEN HEAD DOWN TO THIS ELEVATOR.

Once the enemies have been removed from the scene, move down to the elevator and ride it up to the top, where the mission will come to a conclusion.

DICK WHITTINGTON PRISON

At the top of the elevator ride, you'll again run into Borjoyzee. He will give you the Pop-Up Bomb, which you'll soon be using to destroy Whittington Prison proper in your attempt to set Timmy free. This is the last mission in this storyline.



After you get the Pop-Up Bomb, you should pop into the Gift Shop and stock up on whatever you can get your hands on—just remember that you must keep the Pop-Up Bomb on your Jetpack because it's needed for this mission. After you're loaded up, move to the nearby cliff edge and look down to see the prison. You'll notice two guards in the doorway who are sitting ducks for your Sniper Gun (see Figure 2.31). Destroy any Verm that you see from this vantage point in the same fashion.

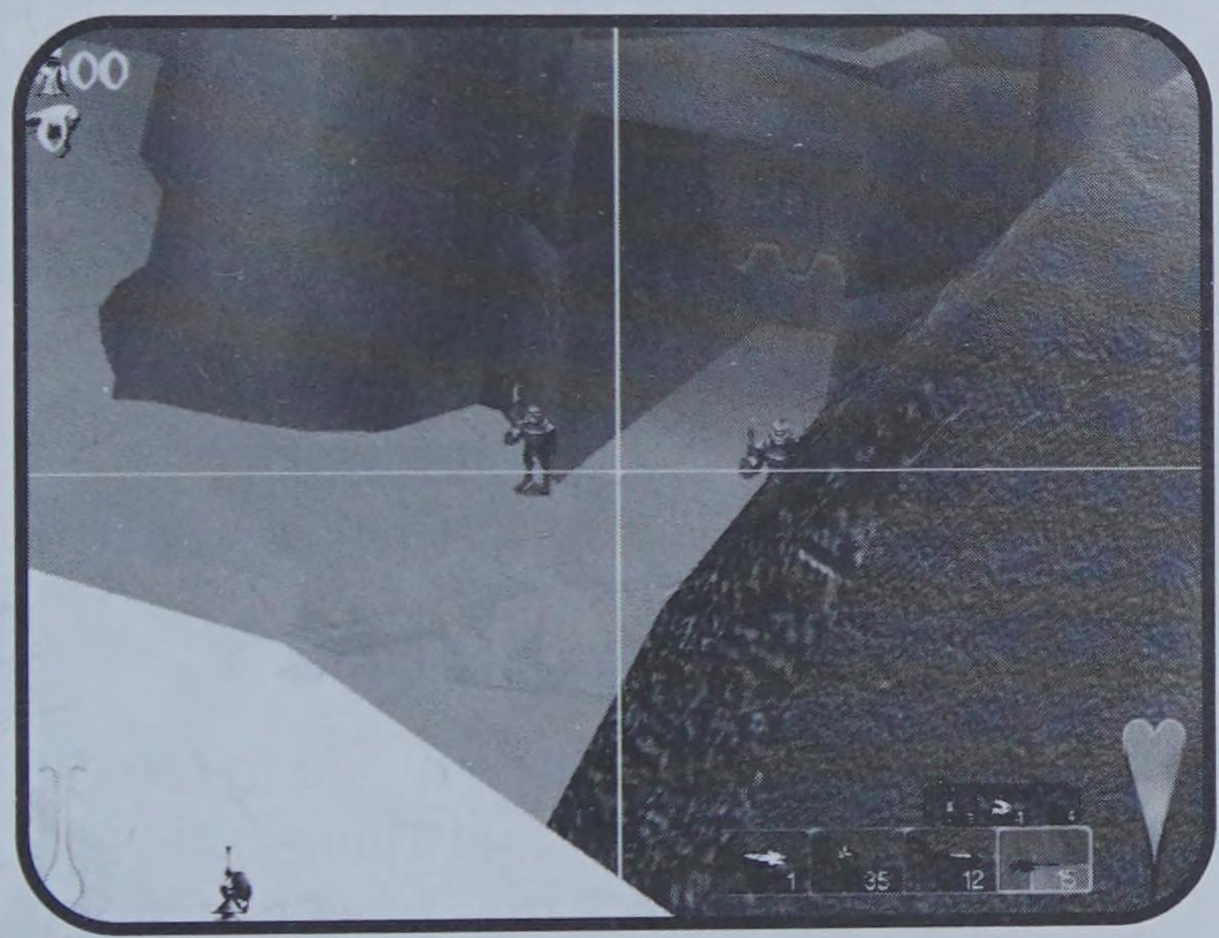


Figure 2.31: Your Sniper Gun makes short work of the guards at the front of the prison.

Use your Jetpack to jump down to the canyon in front of the prison. Be careful, however, because the Pop-Up Bomb is one huge weapon, and it alters the performance of your Jetpack for the worse. You'll come under fire from Verm, Reaper Guards, and even a couple of Large Rippers who are waiting by the prison doors (see Figure 2.32) as soon as you land. Your first concern is to take out the Rippers and Reaper Guards, but you'll need to be fast on your feet to do so because the Verm will be attacking your back at the same time.

When the coast is clear, plant the Pop-Up Bomb near the doors of the prison and get out of there as fast as you can! The bomb is very powerful and does not discriminate in what it destroys. When Whittington Prison has been blasted to rubble, you'll move onto the next story.

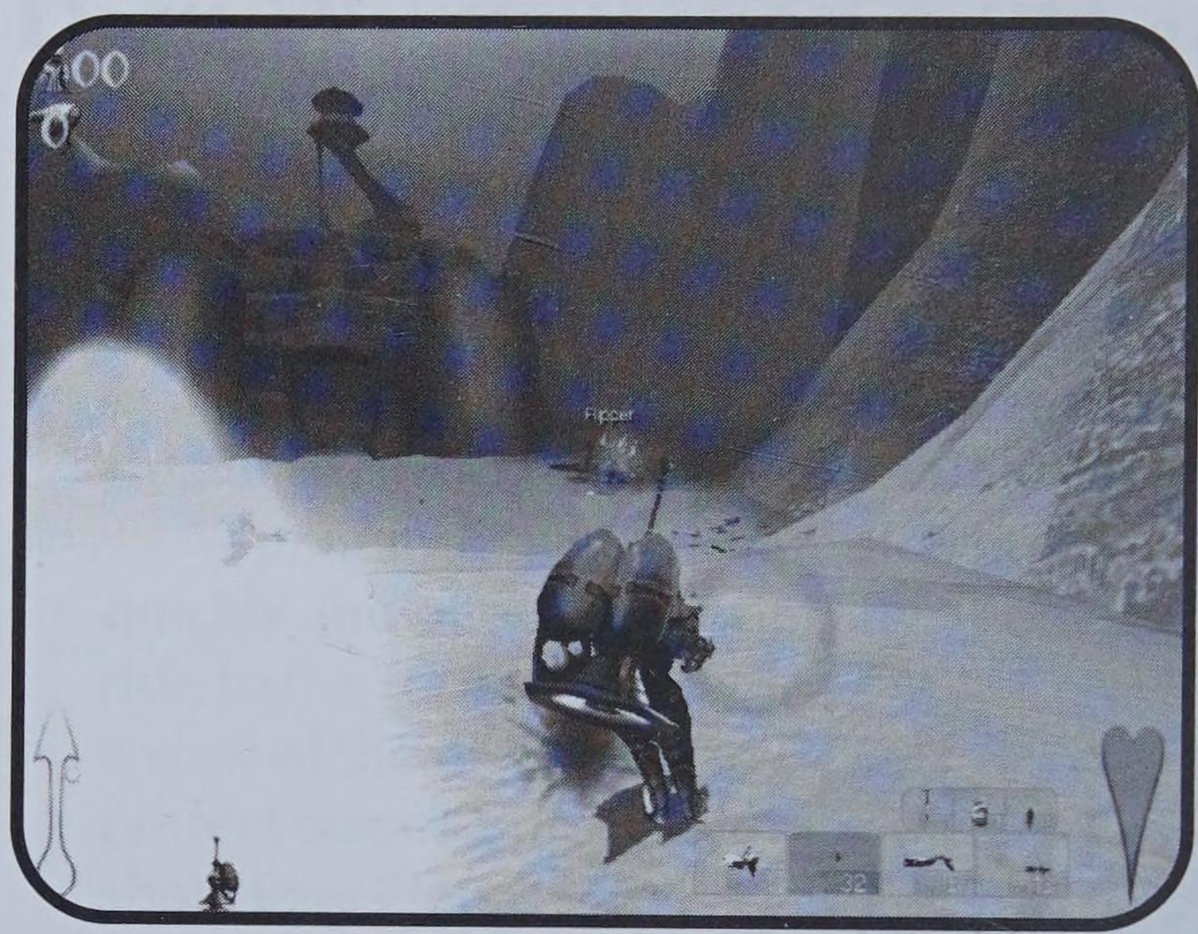


FIGURE 2.32: WHITTINGTON PRISON IS WELL GUARDED BY GUARDS, RIPPERS, AND VERM.

STORY FOUR: THE SEARCH FOR TIMMY

After traveling to Whittington Prison and going to all the trouble to blow it up, you'll find that you're not finished yet. It turns out that Timmy was taken from the prison to the Torture Tower, and you'll now have to go to this fortress to save the little tyke.

GAINING ACCESS

Your task here is to make it past some considerable defenses and destroy the Torture Tower gates that block your path. Unfortunately for you, plenty of Reaper Guards, Barracks, and Rippers (not to mention Turrets) stand between you and your objective.

You begin on a flat area with only one way to go, so head up the hill toward the tower. When you reach this structure, you might as well use your Jetpack to scoot up to the top for a good view of what you'll have to face right off the bat. Once at the top, you'll see two Ripper Barracks, a bunch of Rippers, a defensive gun, two Turrets, and (thank goodness) a Gift Shop (see Figure 2.33). Take advantage of the relative safety at the pinnacle of the Tower and gun down everything you can. Hit the Barracks, the Turrets (they're far away, but you can still take them out), and the Rippers—just remember to leave the Gift Shop intact for replenishing ammunition stocks when you're finished.

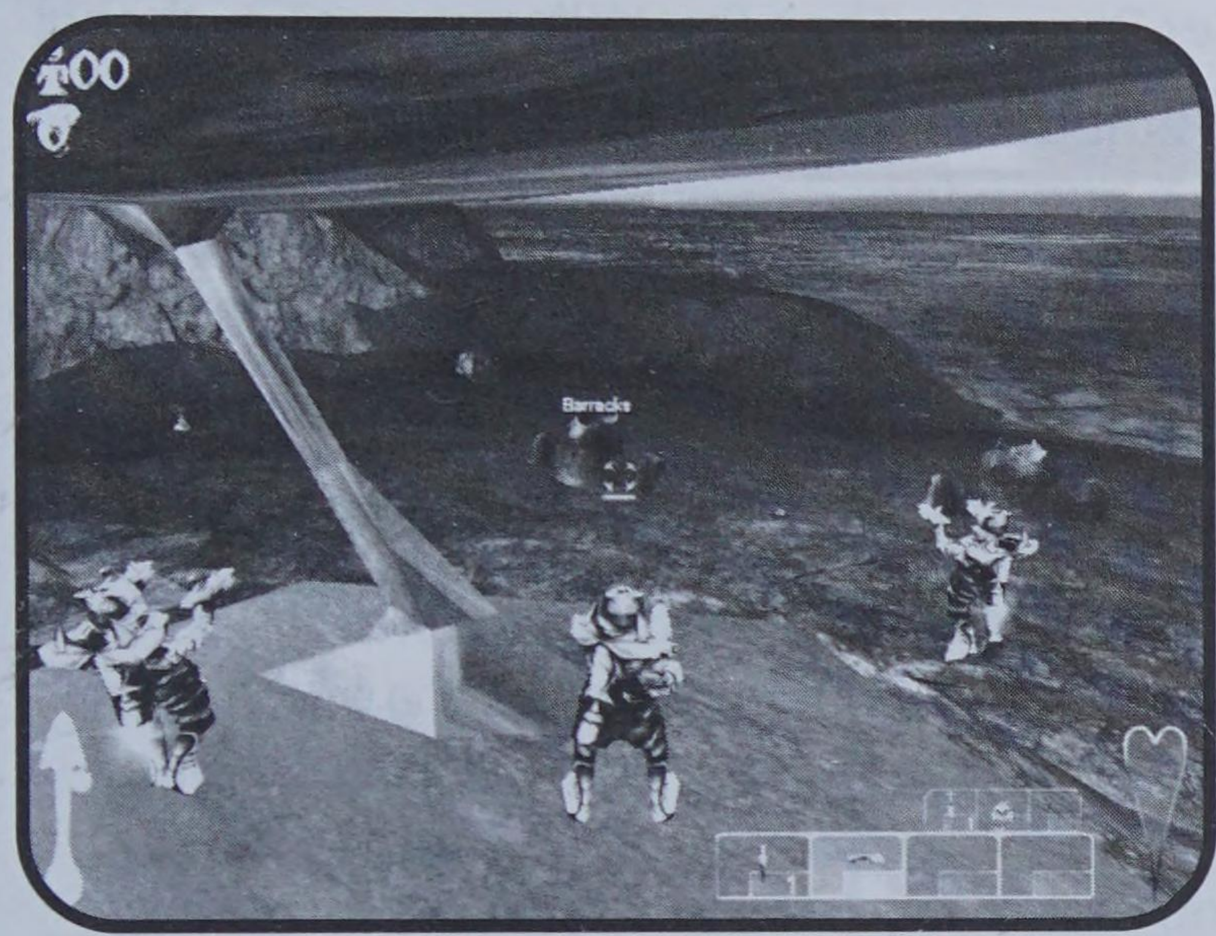


Figure 2.33:
You won't always have the luxury of being able to sit in a Tower and take out all your enemies, so enjoy it while you can.

TIP

Remember that when Reaper Guards are killed, they'll often give up a Health Syringe, Mine, Grenade, or ammunition for one of your weapons. Be sure to grab anything that turns up, especially in the heavy combat situations you'll encounter in these missions.

Even after clearing the area from the tower, you'll still need to jump down to ground level and deal with a few Rippers. Smoke the creatures and then run into the Gift Shop to get some goodies for yourself. Stock up on your ammunition and purchase either the Machine Gun or the Millennium Gun while you're in the shop. Move to the ridge on your left and use your Jetpack to get to the top of it. When you reach this high spot, you may see a Turret to your left that you overlooked previously, so take it out now. Move along the ridge, but do not descend into the valley or you'll have more Rippers to deal with than you'll be able to handle. When you come to the end of the ridge, you'll see two Barracks, several towers, and a pile of mean-looking Reaper Guards (see Figure 2.34). Start your assault by launching a pair of Millennium Gun mortar shells into each of the two Barracks (this will thin out the enemy numbers inside).

Tell your compatriots to attack the Barracks one at a time. When they're engaged in this task, pull out your Sniper Gun and pick off the Reaper Guards one at a time. When you run out of Sniper Gun rounds, tell

your boys to go after the other Barracks. Then fire Millennium Gun shells at areas where lots of Sea Reapers are congregating (there are plenty of places to choose from).

After you're satisfied with your Meccs' work (as well as your own), jump down and run toward the gates that you must destroy. The best tactic to adopt here is to tell your Meccs to defend the ground in front of the gates while you use your RPG to destroy them (see Figure 2.35). When they're destroyed (be warned: a lot of hits are required), you'll be treated to a very entertaining and informative cut scene. Congratulations, this mission is over!

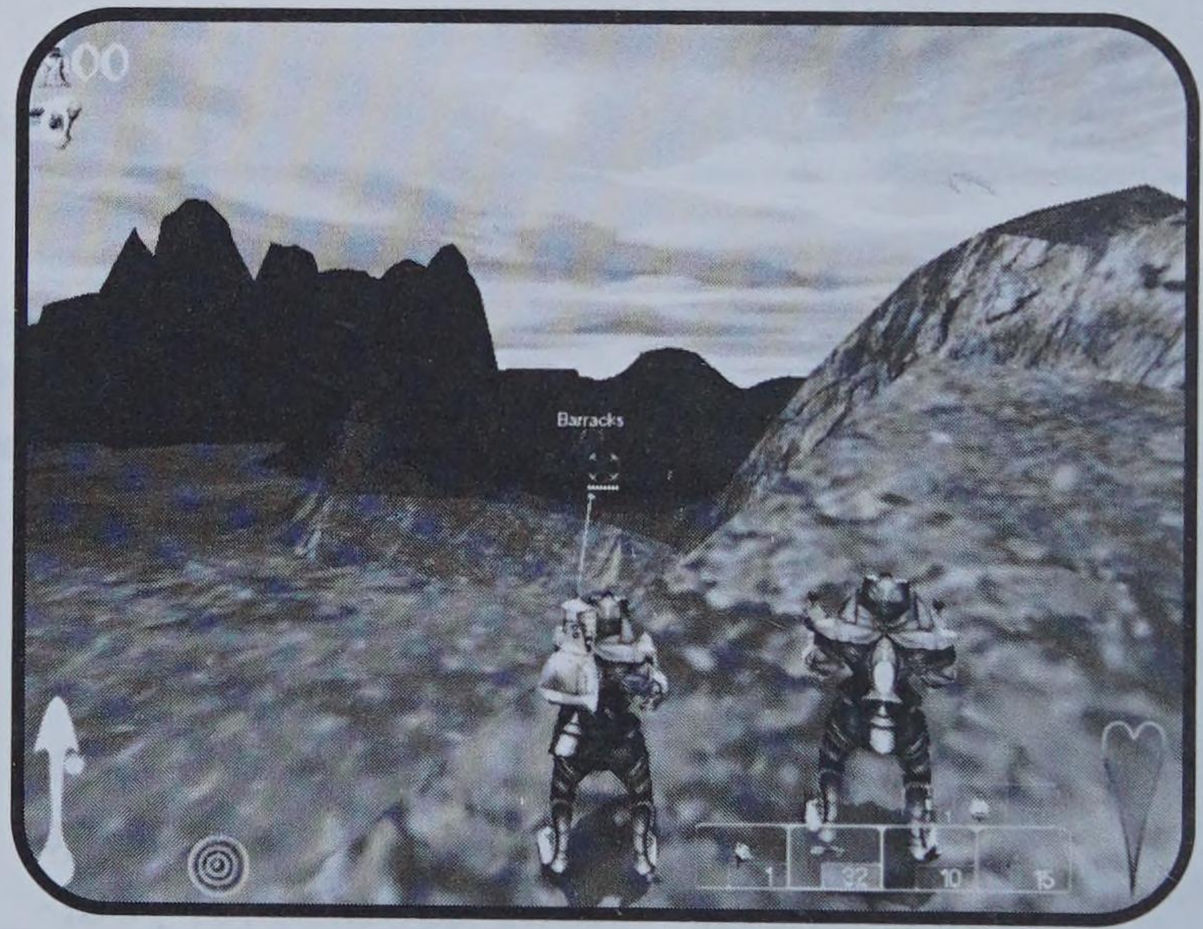


FIGURE 2.34:
FROM THIS RIDGE YOU CAN DO A FAIR BIT OF DAMAGE BEFORE GETTING INTO THE THICK OF THINGS YOURSELF.

FIGURE 2.35:
ONLY THESE GATES STAND IN THE WAY BETWEEN YOU AND YOUR NEXT MISSION.

The Offspring

After watching a long and rather humorous cinematic that introduces you to Delphi, Kabuto, Queen Sappho, and Kabuto's Offspring, you'll arrive just in time to see Timmy get eaten. After Kabuto turns the wee lad into lunch and tosses your buddy's spacecraft onto another island, he sends his newly hatched Offspring (courtesy of Timmy, R.I.P.) to take out your boys.

Kabuto's Offspring are smaller versions of Kabuto himself, complete with the soft spot in their tummies. The first one you encounter remains within the confines of the bowl-like valley. To take him out you need only land a couple of well-placed shots in the green spot in the center of his gut (see Figure 2.36). Hit the Offspring here and it'll soon crumple to the ground, allowing you to advance to the next mission.

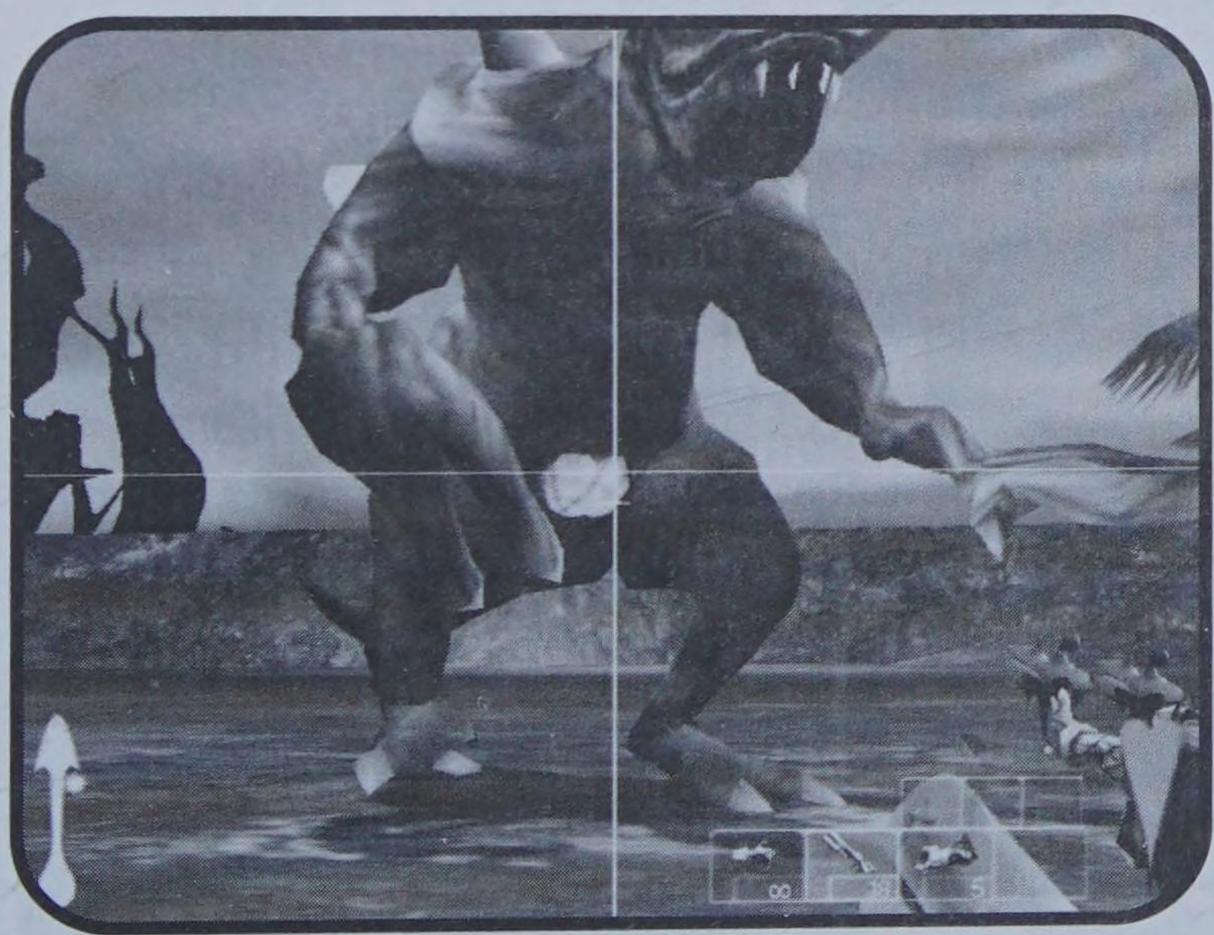


Figure 2.36:
Aim for the green spot in the Offspring's abdomen to kill him. Miss and you'll end up as dinner.

To the Fortress!

Once the Offspring has been disposed of, you'll see a Gift Shop appear near the area where the distance across the water to the Fortress Island is the narrowest. Your job is to make it around the island to the front of the fortress, where your buddies are being held.

The first thing you need to do is visit the Gift Shop and get the Jetpack upgrade. Also pick up a Sniper Gun while you're there. You'll now want to go right to the edge of the water before you lift off toward the island across the bay. Your Jetpack upgrade will give you the extra fuel needed

to get across the gap (see Figure 2.37), but even then you'll probably spend the last few meters in the water.

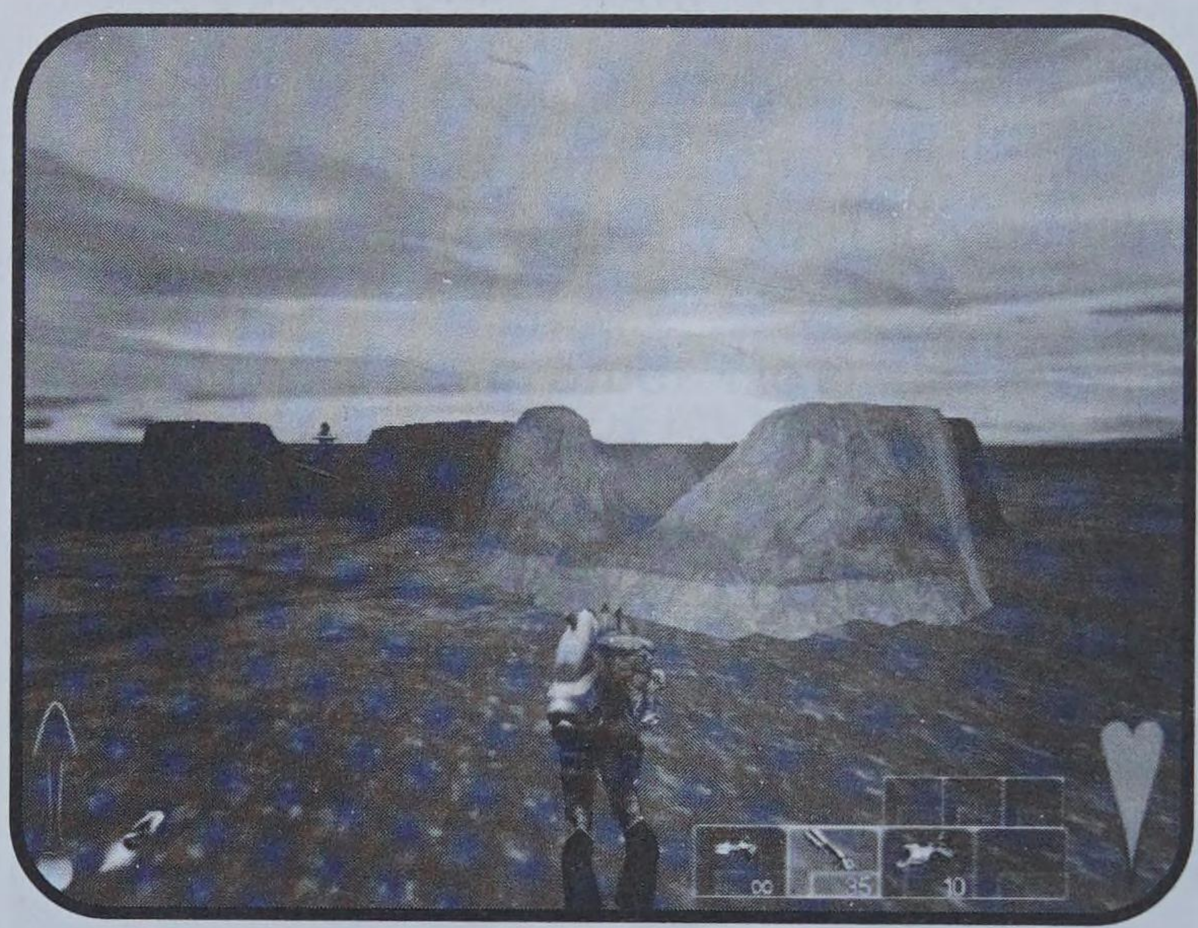


FIGURE 2.37: YOUR JETPACK UPGRADE WILL GET YOU ACROSS, BUT JUST BARELY.

TIP

Take your time to weed out all of the Turrets on Fortress Island. This small measure of patience will help make your life considerably easier in a few minutes.

Once on the other side, you'll need to climb a ridge that will bring you in line with a Reaper Guard in a tower in front of you. Whip out your Sniper Gun and make short work of him. This island has a very handy ridge of hills on the right-hand side with a large gap in between them. Below to your left are no fewer than five Barracks, and plenty of Rippers just waiting to chew you up and spit you out. For this reason, take the high road (quite literally) and follow the hills and valley around the outer rim of the island (see Figure 2.38). Before you get to the edge of the island, however, you'll have to take out two Reaper Guard snipers in the tower between you and the next hill.

The next item on your to-do list is the destruction of the myriad of Turrets that dot the Fortress Island. Use your RPG or Pea Shooter to take them out before you get anywhere close to the island. Be warned that if you try to use your Jetpack to get over while the Turrets are active, you'll get shot out of the sky and drop like a balsa wood glider to the ground below.

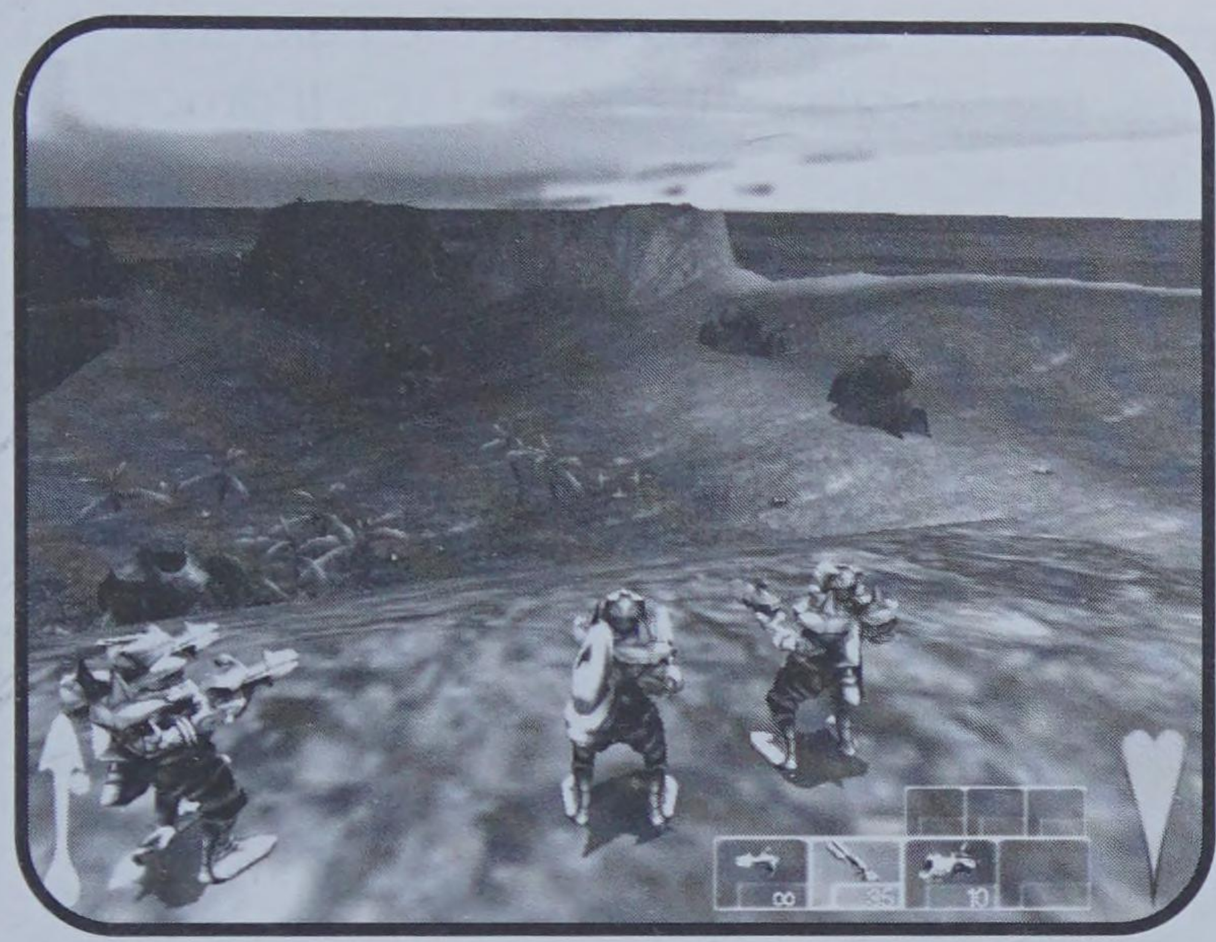


Figure 2.38:
Use the hills to get around this island and avoid the Barracks below.

Lastly, before you jump over to the Fortress Island, use your Sniper Gun to take out any Reaper Guards that you see—this will lighten the burden when you arrive later. Use your Jetpack to jump to the tower on the right side of the island. Continue to take the high road. From this point, you can snipe at any straggling enemies that look menacing. Move off the tower to the high ground on the right. Expect to meet a few Rippers there (see Figure 2.39). These Rippers are actually a boon because you can take them out quickly with your RPG and get some health power-ups (if you need them).

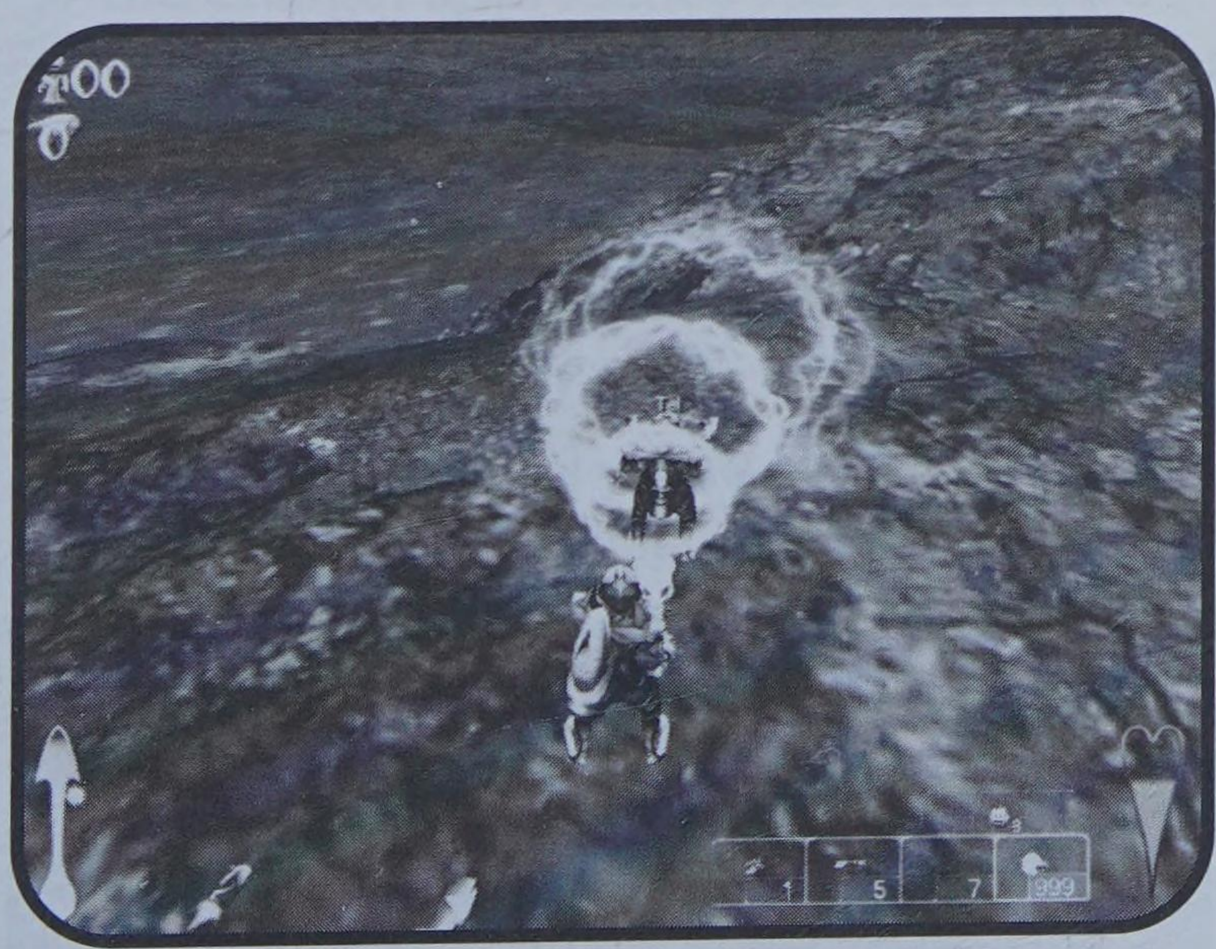


Figure 2.39:
Be sure to grab some health upgrades from the Rippers you slay.

Now you need only use your Jetpack to scoot over to the Fortress gates. Once you get to the gates, the mission will end and you'll proceed to the last story of the Meccaryn missions.

STORY FIVE: THE BATTLE

After you complete the last mission, you'll see a long cinematic that demonstrates Delphi's decency (see Figure 2.40). She helps you escape from certain ruin, then takes you to Borjoyzee to learn how to set up a base for yourself.

FIGURE 2.40: DELPHI TURNS OUT TO BE NOT SUCH A BAD EGG (FOR A SEA REAPER).

THE CHARGER

This mission is really quite simple in theory. You must destroy the Charger that's occupying the area where you want to build your base. Borjoyzee and Delphi will instruct you to kill the deadly creature by shooting it in the mouth. That's good advice, so sit back and wait for it to open its jaws.

The first thing you'll have to do is fight is a pack of Medium Rippers that unceremoniously pop out of the ground and lay some hurt on you and your blokes (see Figure 2.41). Fortunately, your buddies won't take this assault lightly and will quite likely take care of these annoying Rippers all by themselves.

Your next little problem is the Charger. He is impervious to damage except for those moments when he stops and roars (remember that shooting him in the mouth advice?). Although getting run down by the Charger will generally result in instant death, he's can be nicely avoided if you keep your finger poised on the Jetpack activation button.

Figure 2.41:
Having four of your fellow Meccs around isn't good news for these Rippers.

The Charger will run around the perimeter of the area, then stop, roar, and come straight at you. The best tactic is to get in the middle of the area (take out any Rippers that pop up beforehand) and wait for the beast to stop. When he does (and only when he opens his mouth), use your zoom to hit him in the mouth with an RPG or a Pea Shooter shell. He'll shake his head, then charge at you again! Make sure to keep your weapon aimed at his mouth until the last possible second so you can blast away when he roars at you randomly. Whether he roars and opens his mouth as he charges or not, be ready to use your Jetpack to go straight up in the air as the Charger approaches you (see Figure 2.42), and then land after he's run underneath you. Repeat this a few times and you'll soon be moving on to the next mission.

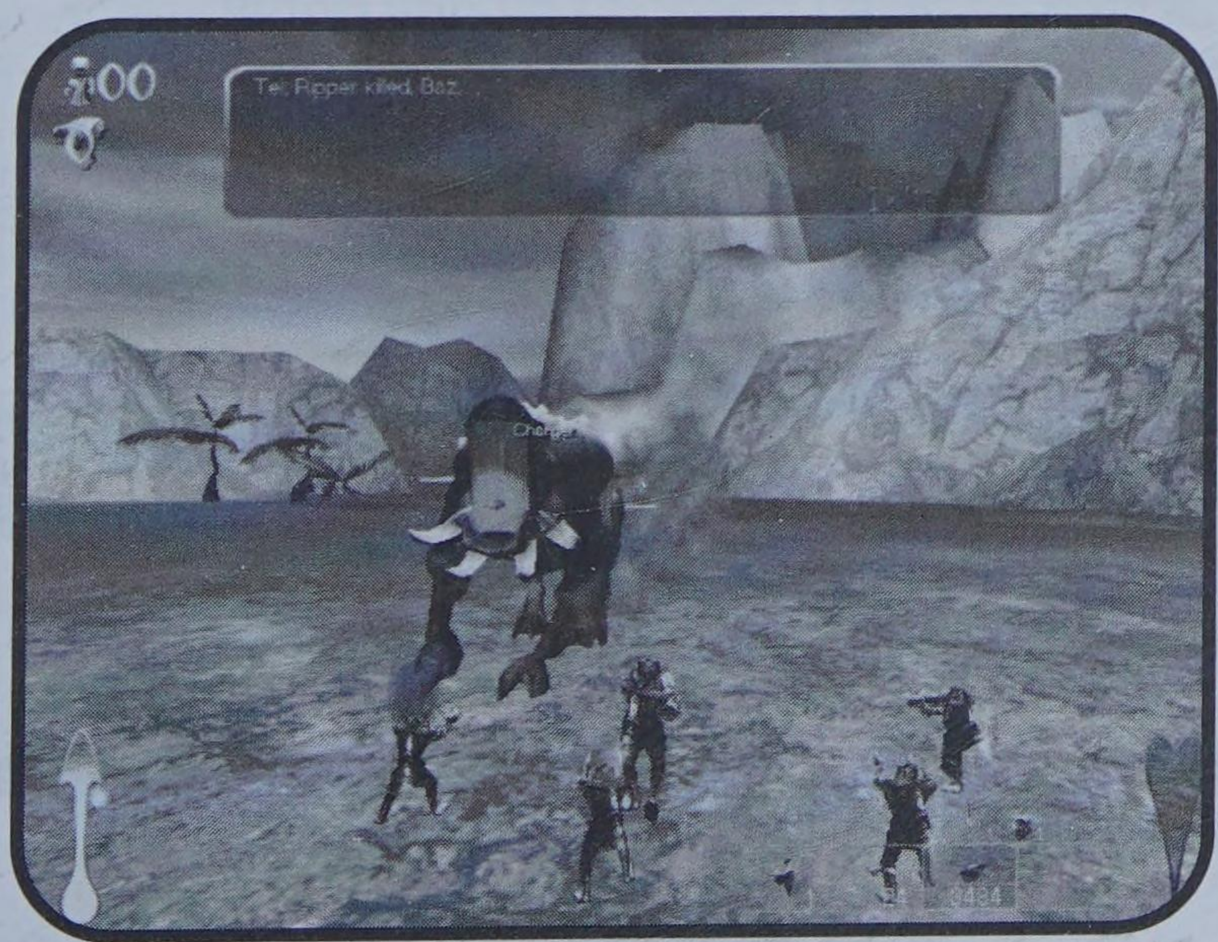


Figure 2.42:
Use your Jetpack to play a little "now you see me now you don't" with the Charger.

TIP

At this point in the game, it's important to start using your Jetpack to get around as much as you can. Also, whenever possible, you should use the Jetpack to move from hilltop to hilltop; this will reduce the number of encounters that you'll have with Rippers.

BEGIN THE BASE

After killing the Charger, you'll meet a groovy robot that tells you what to do next. He instructs you to go and grab a Smartie, then bring him back to the Smartie Drop-Off Pad back at your base.

To accomplish this, get your buns in gear and head up the island toward the northwest (use the "C" button to get a feel for where you are). Move toward the nearby town and aggressively take out the Ripper Barracks and any stray Rippers you find in the vicinity (see Figure 2.43). With four Meccs backing you up, you'll be in good shape, even if a bunch of Rippers pop up around you all at once. Expect to see both Medium and Large Rippers near the town. Ignore any Vimps you happen to come across.

FIGURE 2.43: RIPPERS IN THE TOWN SHOULDN'T PROVE TO BE A PROBLEM FOR A SEASONED VET LIKE YOU.

Once the area's clear, move over and grab a Smartie—any one will do. Get him or her back to your base and you can head to bigger things!

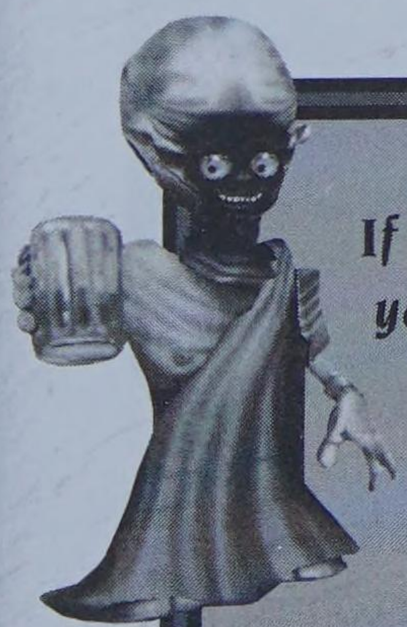
Get Food and Smarties

The goal of this mission is to get Smarties to work in your base and to collect enough Vimp meat (20 pieces will do fine again) to feed them along the way. Your destination and goals are nearly the same as the last mission, only you'll want to have your Mecc buddies load up with a Smartie each to save you some time.

Head back to the town where you can pick up a few Smarties. To acquire the meat, use your Machine Gun to mow a few Vimps down as you run through them quickly (see Figure 2.44). When this has been accomplished, get back to your base with the Smarties and the 20 pieces of Vimp meat.

Figure 2.44:
Blast through the Vimps with the Machine Gun and then pick up the goodies.

When you've satisfied Borjoyzee and the robot's yen for Vimp meat, you'll proceed to the next mission. There the action really begins…



TIP

If you need food in a hurry and you're near a large herd of Vimps, use a Grenade to get your 20 Vimp meat pieces all at once!

The Battle!

This is the final mission for the Meccaryns, and it will most certainly provide you the greatest number of challenges you've yet faced so far! Eventually, as you're building up your base, a couple of

Reaper Guards will enter, causing the robot to flip out and dive into the ocean. At this point, you know you must get moving and build your base up as much as possible.

Use your Jetpack to head to the east. Bring your disciples with you. You can get yourself a few more Smarties in a little hamlet (see Figure 2.44) that's tucked out of the way here. When this task is complete, get them back to your base in a jiffy.

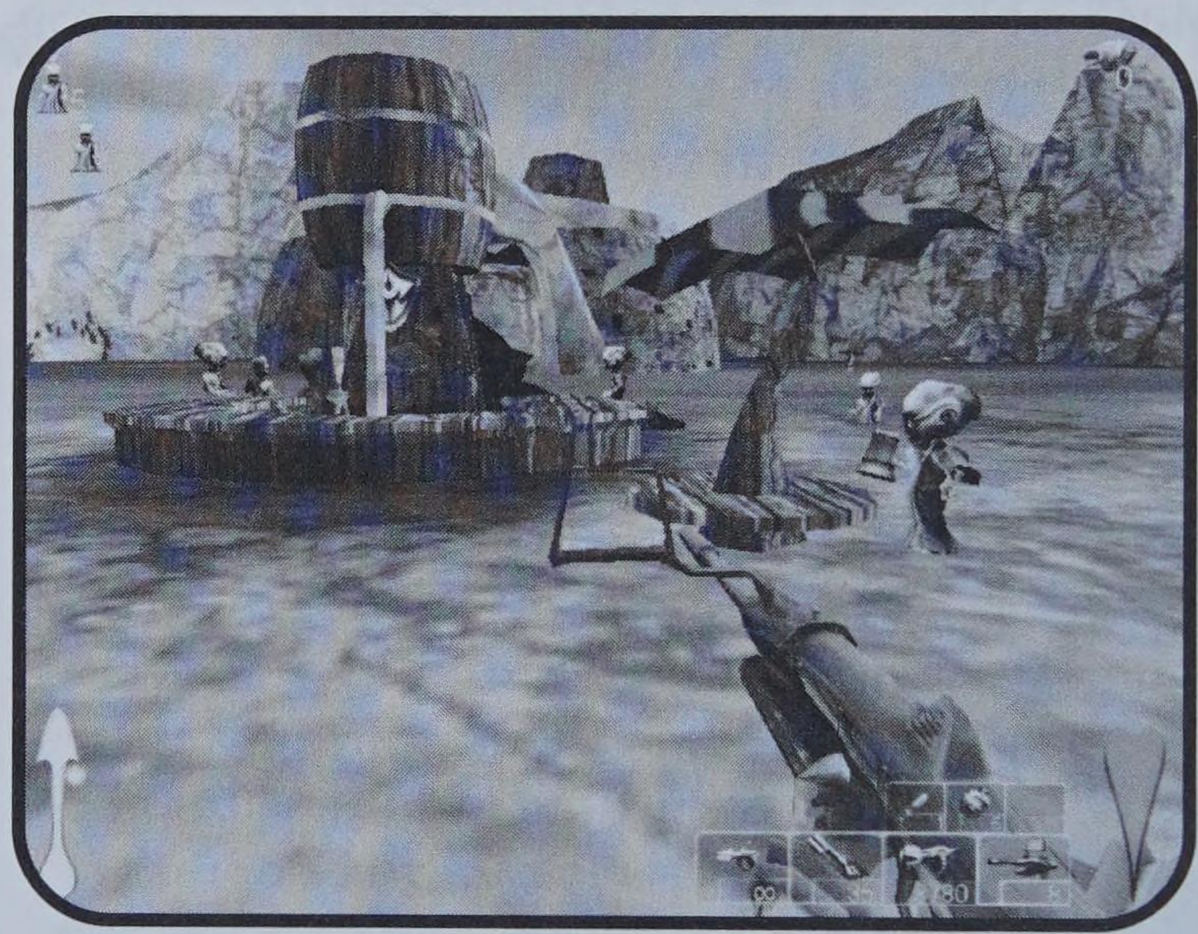


FIGURE 2.45: GRAB THE SMARTIES HERE AND GET BACK TO YOUR BASE ASAP.

Continue to develop your base. Construct a Gift Shop, Shield Generator, Comm Center, and all your walls. You'll continue to be attacked by Reaper Guards and more troublesome Large Rippers (see Figure 2.45), so keep your defenses up while building. Tell your fellow disciples to stand their ground outside your base. This way they will serve as an early warning system for attacks. When you've progressed far enough, you can put up defensive Turrets (and Mines for that matter) near your base for added protection.

As your base continues to grow, you'll face more and more opposition. This includes groups of Reapers coming in packs of six or eight. Lay down a network of Mines and Deployable Turrets in the choke point area outside of your base (see Figure 2.46)—this will buy you time when you're out hunting for food. Plenty of food is required for the task at hand, and unlike the Sea Reapers, you can't get it by simply killing your enemies. For this reason, you should order your disciples to defend your base, deploy some Turrets and Mines, and set out on your own to get the food you'll need. This is a long process and will mean constructing a solid, defensible base—there's no quick fix in this mission!

Figure 2.46:
Be ready for some Reaper and Ripper attacks on your growing base.

Once you've finished construction to your satisfaction, can access the Pop-Up Bomb, and have everything pretty well defended, you're ready to destroy the enemy Barracks. Getting close enough to the building can be done in two ways: First, you can fight a war of attrition and try to destroy all of the enemy defenses along the way. Second, you can take the Pop-Up Bomb and strategically take out the Turrets (see Figure 2.47). This way you can sneak in and blow up the Barracks.

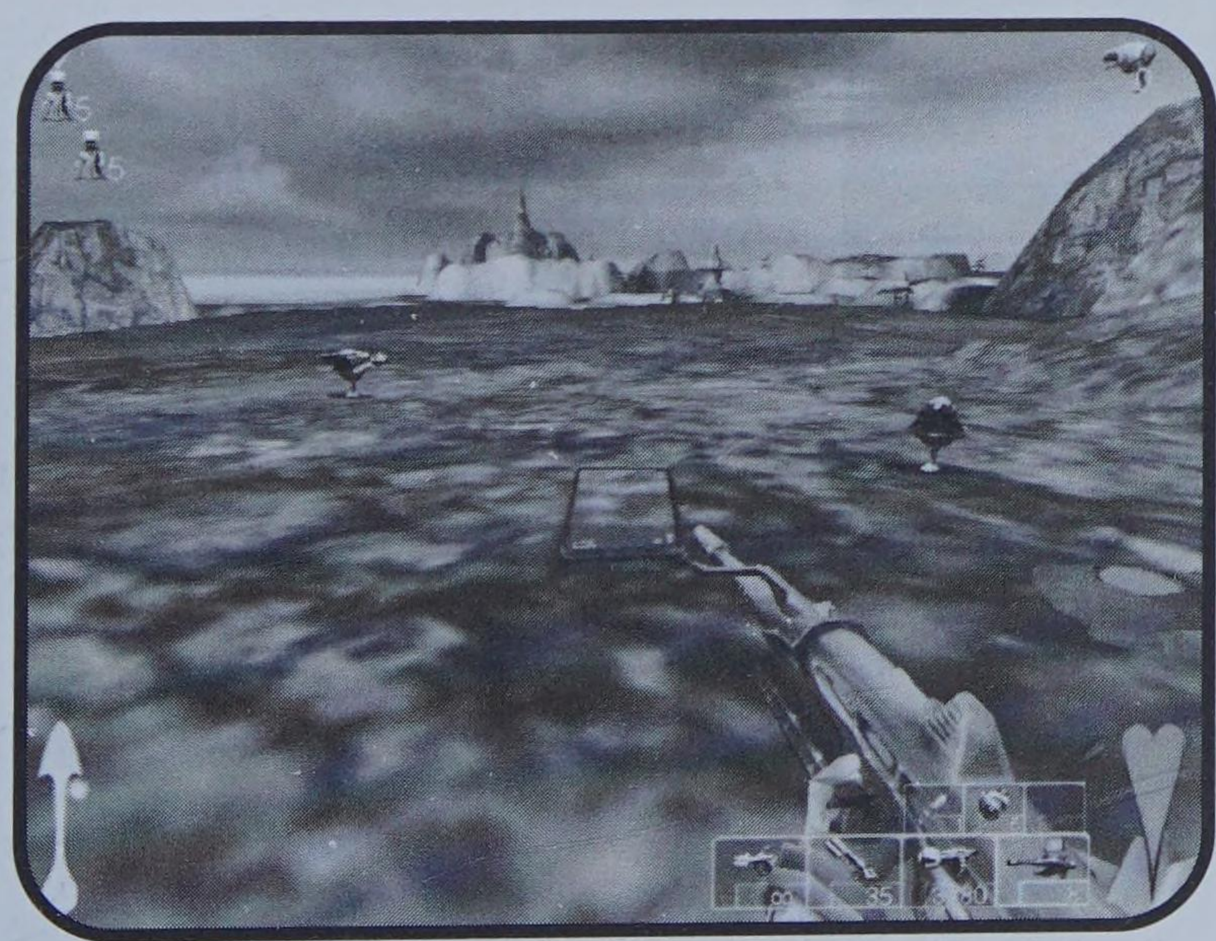


Figure 2.47:
Mines and Deployable Turrets are great devices to use when protecting your base.

NOTE

As you approach the enemy Barracks, you'll find that many foes will move right past you because they're intent on destroying your base, not taking you out here and now (although they'll exchange shots as you pass).

Move with your disciples toward the enemy Barracks, sticking mostly to the ground (the heavy Pop-Up Bomb makes it hard to fly, anyway) while you keep a close eye out for Rippers. When you get close to the target structure, you'll notice two ground Turrets (see Figure 2.48) and a host of Reaper Guards. Get your Health Syringes ready and head straight in with the Pop-Up Bomb still on your back (see Figure 2.49). Release the bomb in the central area and then get the heck out of there! In a few seconds the explosive will go off and the Barracks will be destroyed, ending the mission for you. Congratulations!

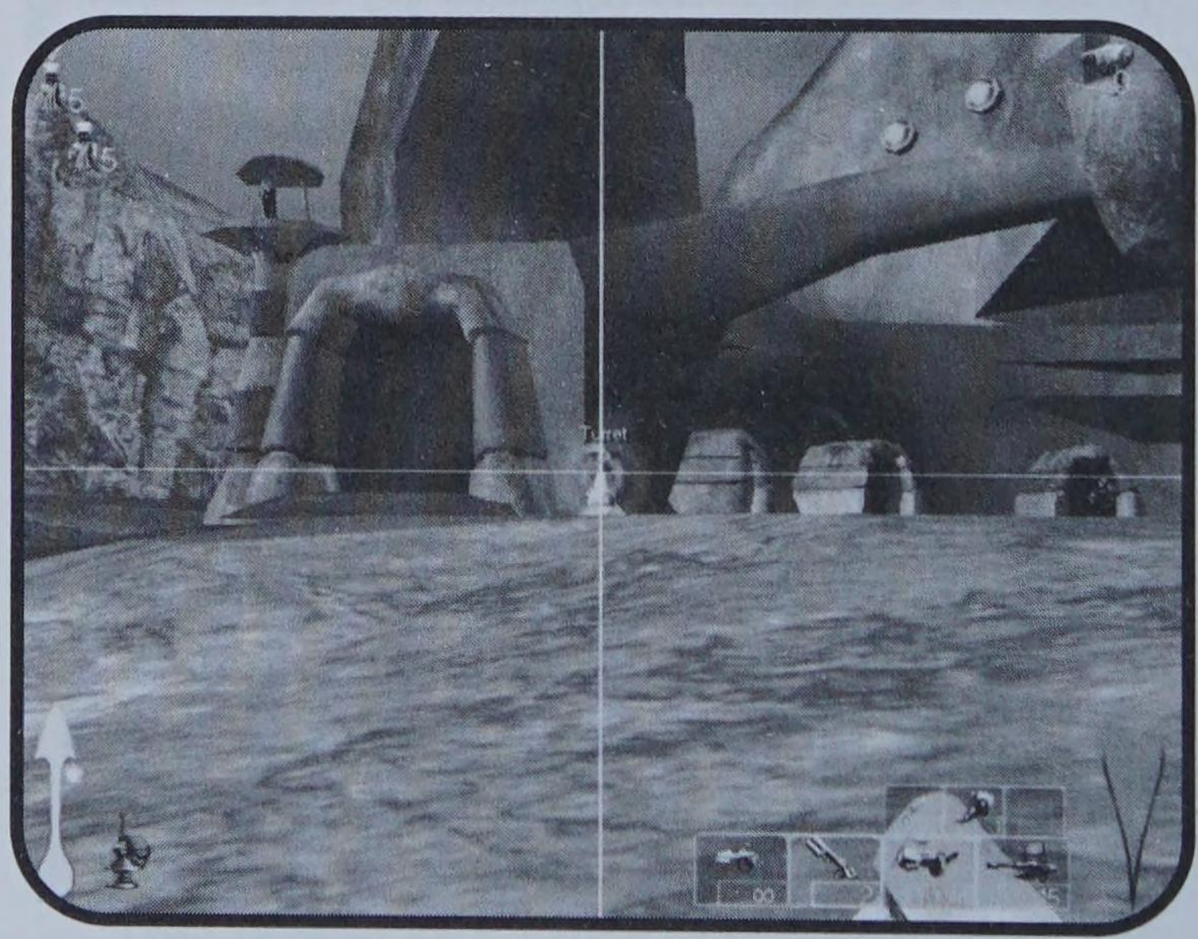


FIGURE 2.48: TAKE THE TURRETS OUT WHEN YOU'RE EN ROUTE TO THE ENEMY BARRACKS.

Figure 2.49:
You don't have to take out all of the enemies here—just get the Pop-Up Bomb into the central area of the Barracks and let 'er rip!

CHAPTER 3

The Sea Reapers

This chapter will delve into the secrets of the alluring and mystical race called the **Sea Reapers**. *Although each* **Sea Reaper** *mission is outlined in the next chapter, plenty of critical information in this section will help you manage the various spells that the race needs to use in* **Giants: Citizen Kabuto**.

Meet the Sea Reapers

The Sea Reapers are exotic female creatures with crimson eyes and soft, bluish skin. In millennia past, Sea Reapers were the preeminent life form on the islands. Not only did they dominate in terms of population, but they also dominated the other life forms on the island. Ultimately, the Sea Reapers decided to protect their interests by creating a giant. This massive creature, named Kabuto, wants nothing more than to destroy anything that gets in its path. Unfortunately for the Sea Reapers, Kabuto turned on them shortly after his creation and drove them into the surrounding oceans. He soon took control of the islands for himself.

While the Sea Reapers had to give up their homeland, all was not lost. Indeed, they developed some impressive mystical powers while under the influence of the oceans they were now forced to reside in. Delphi, the character that you control in *Giants*, is the youngest and purest of the Sea Reapers. She is also the daughter of the Sea Reaper queen, Sappho. Delphi is often at odds with her people's tactics, which can only mean that a showdown between the two generations of Sea Reapers is fast approaching.

Sea Reaper Weapons

Though the Sea Reapers rely heavily on magical spells, they still use some standard weapons. Specifically, they use different types of bows and arrows, although most of them have some magical element. The Bow is the Sea Reapers' weapon of choice and will be used throughout the entire game. They also have access to an old-fashioned hack-and-slash Sword that's extremely effective during close encounters.

Sword

The Sword belies the Sea Reaper tradition of magical spells and enchanted weaponry. It's one of two base weapons that Delphi lugs around all the time. Few enemies will survive a close encounter with this razor-sharp instrument of death (see Figure 3.1). Of course, the downside to being close enough to use the Sword is that you're also close enough to have an equivalent blade used on you!

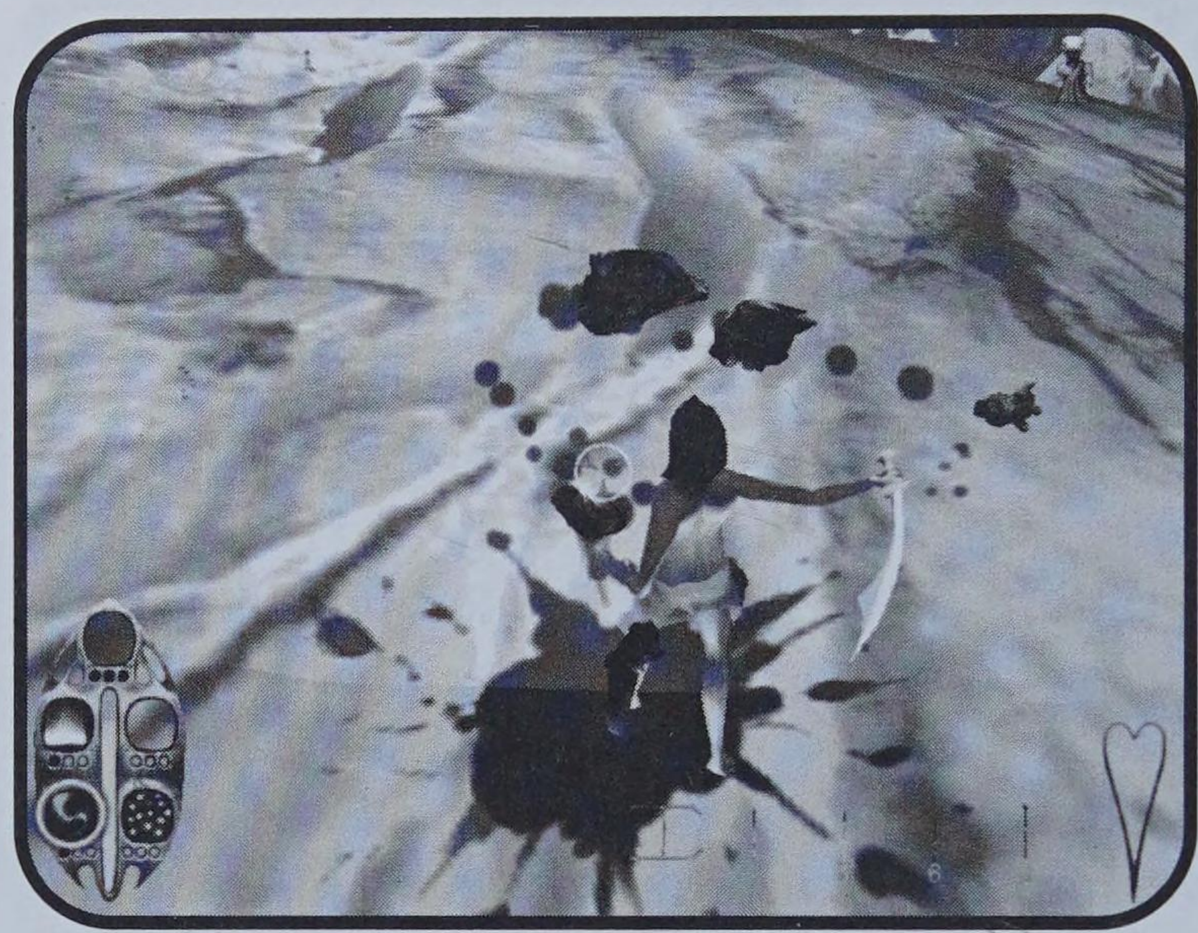
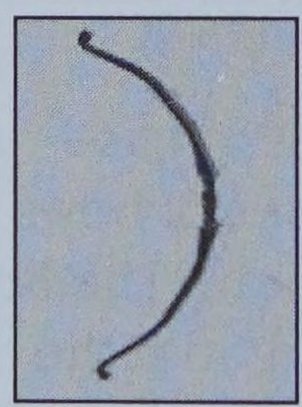


FIGURE 3.1:
THE SWORD IS DEVASTATING DURING CLOSE ENCOUNTERS.

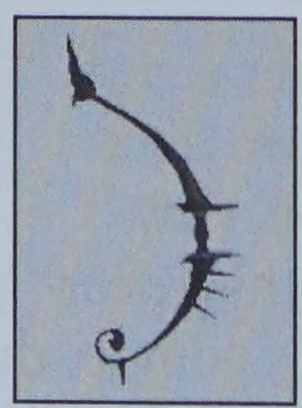
Still, there are many instances where the Sword comes in very handy. For instance, a great tactic is to use the Turbo spell to zoom over an enemy, then slash away as you pass overhead. This is also a great technique to use when you spot a group of Reaper Guards marching in formation; Turbo right into the middle of them and start wreaking havoc.

REGULAR BOW



Not only does Delphi have a powerful short-range weapon in the Sword, she also has a standard-issue Bow that has an infinite amount of ammo. Not unlike the Meccaryn Pea Shooter, this weapon fires magical arrows over great distances. The Bow's main weakness is that you can't fire very quickly, and the damage done by each arrow isn't substantial. Still, it's hard to beat as a secondary long-range weapon.

SNIPER BOW



The Sniper Bow is like the Regular Bow, only it packs an extra punch. It fires arrows very quickly (making aiming easier), and also destroys Sea Reaper Guards (see Figure 3.2) and Smarties with just a single shot. Unfortunately, a character can only have eight arrows for the Sniper Bow packed at one time. This means that you won't be able to snipe at vast numbers of foes without returning to a Gift Shop.

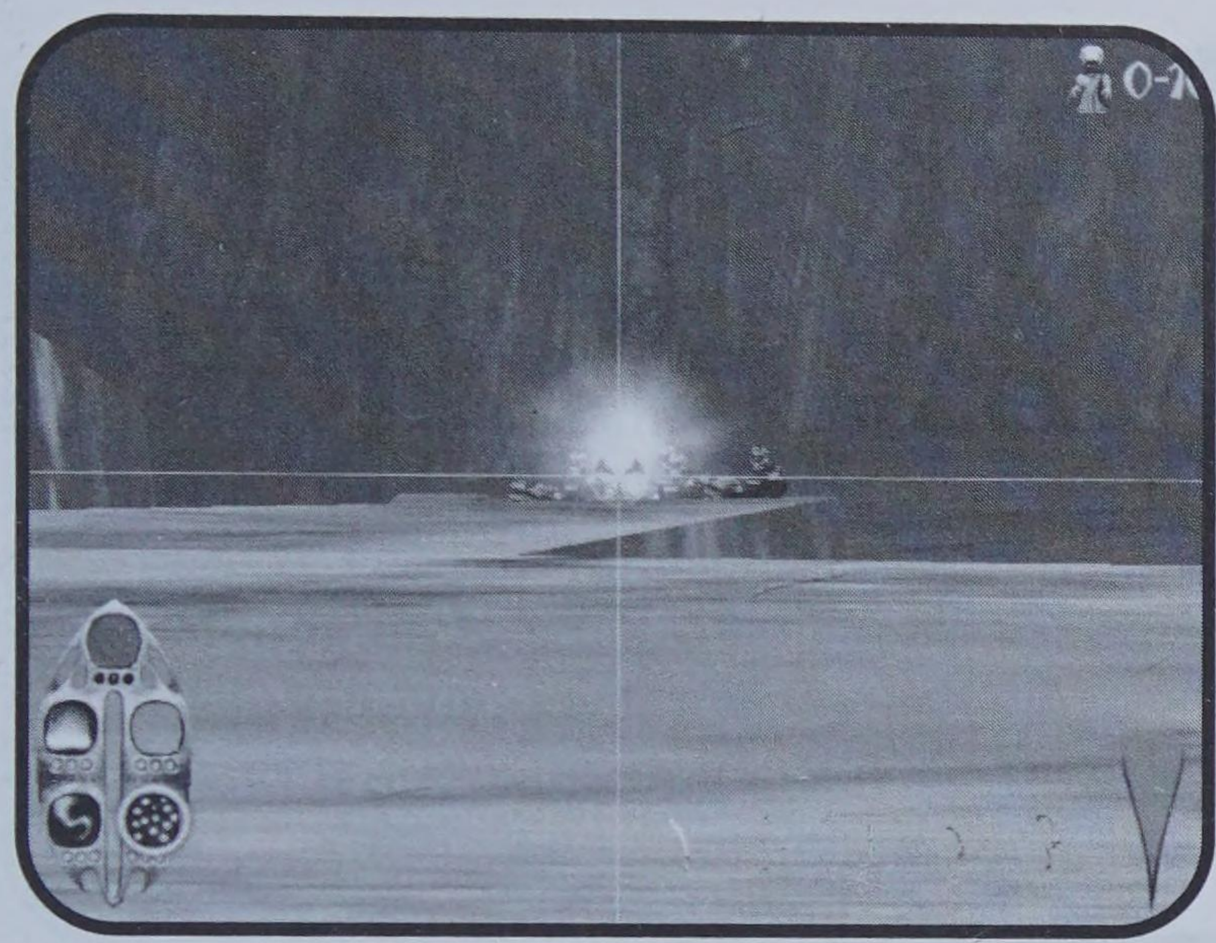
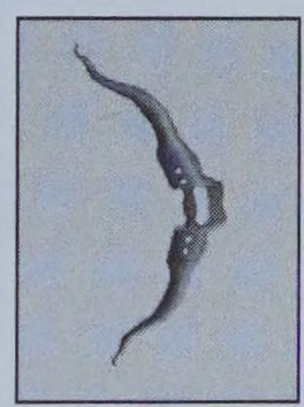


Figure 3.2:
The Sniper Bow can usually take out an enemy in one shot.

TIP

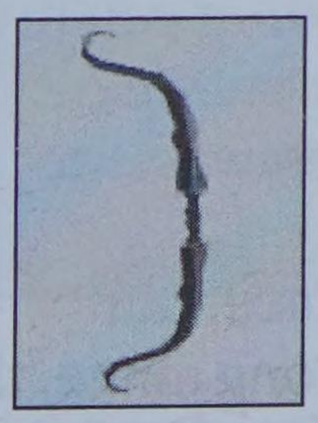
Why would you destroy Smarties? Simple. To keep the enemy from getting their hands on them.

RPG Bow



If the Regular Bow is your bread-and-butter weapon, then this baby has just got to be the peanut butter and jelly. The RPG Bow fires a powerful explosive missile—one shot with this and your enemies will be either dead or wondering what the heck has happened to their legs. The real bonus of the RPG Bow is that you can carry as many as 35 projectiles. This makes it your default magical bow. Unlike the Sniper Bow, the RPG Bow won't kill an enemy with one blast, unless you're lucky enough to land a head shot.

Homing Bow



This bow fires skull-shaped arrows that lock on to an enemy like a guided missile. The Homing Bow packs a solid punch and will likely take out any Reaper Guards that you come across. To get this bow to lock on to an enemy (see Figure 3.3), you must click and hold the fire button (the default setting is the left mouse button) until the crosshairs move to the

NOTE

Don't forget that projectiles fired from the RPG Bow are explosive and will do splash damage to groups of enemies. It's an especially effective weapon if you can fire it at a squad of marching Reaper Guards.

center of the screen and turn yellow. Once this happens, release the fire button and let 'er rip. The homing ability of the Homing Bow skulls is very impressive; they'll always find their objective unless the targeted enemy is able to put a mountain or hill between him and you.

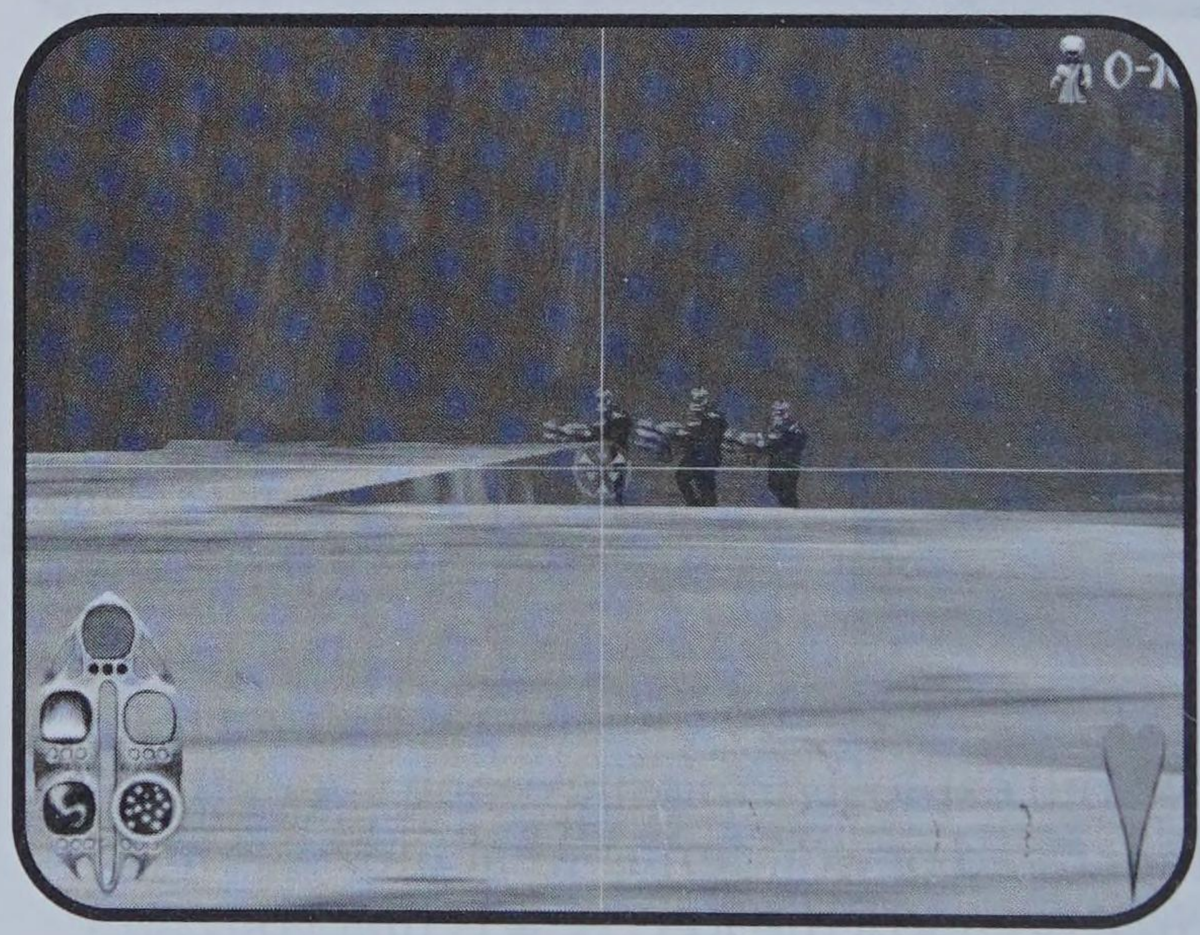
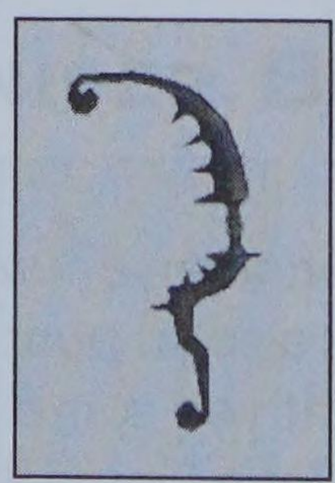


FIGURE 3.3: THE HOMING BOW IS YOUR TARGET TRACKING WEAPON WHEN PLAYING AS DELPHI.

POWER-UP BOW



A personal favorite is the Power-Up Bow. This weapon is capable of dispensing with large groups of enemies in a single shot. Simply click the fire button and hold it until "halos" appear around the group of enemies that you're aiming at. You then let the shot go and watch the single projectile split into multiple warheads and lay waste to the enemy group!

You can only carry around a few of these projectiles at once, but they're so powerful that this is really all you need. Even at long range, the Power-Up Bow can devastate a group of enemies, so don't be afraid to zoom in and fire it from great distances (see Figure 3.4).

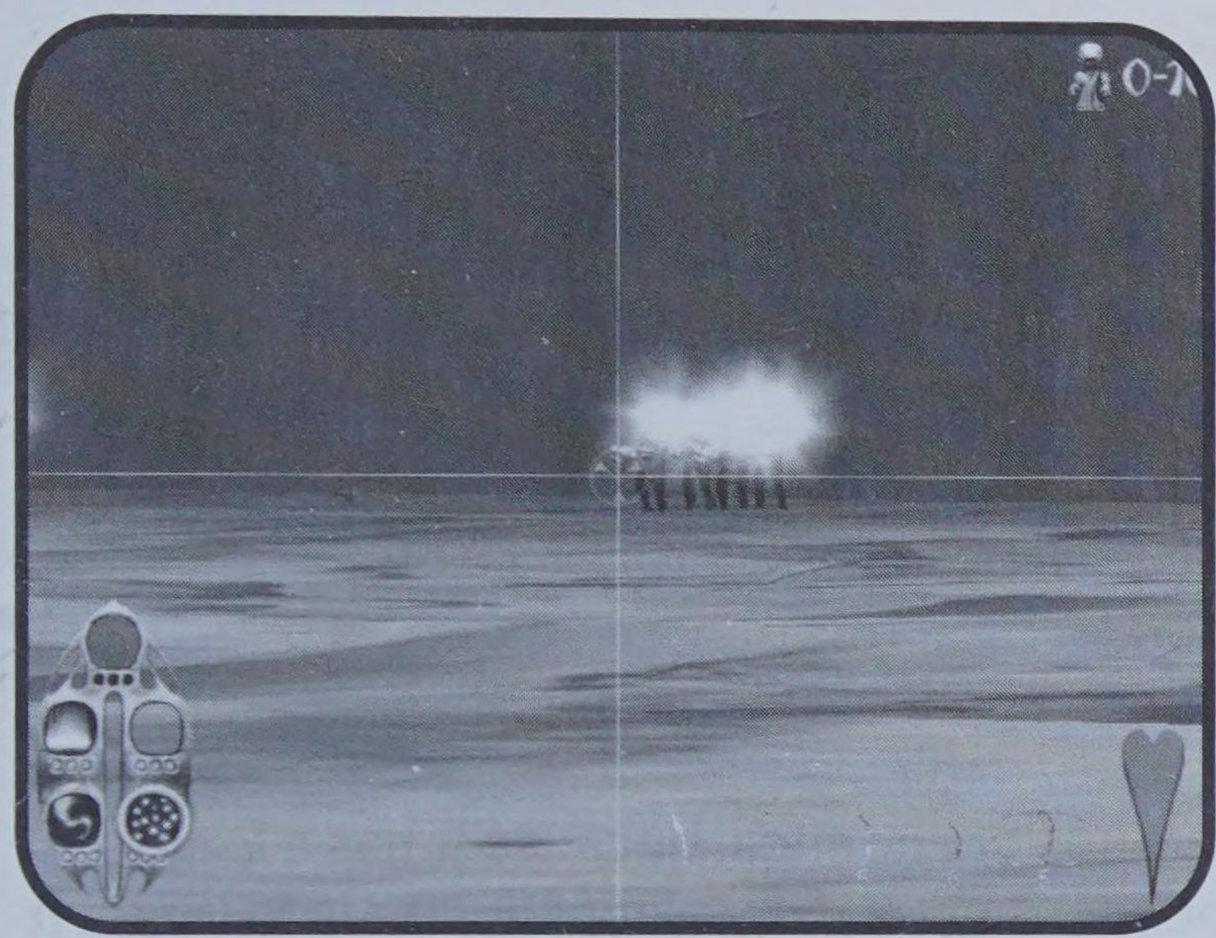


Figure 3.4:
Need a long-range weapon to attack groups of enemies? Look no farther than the Power-Up Bow.

Delphi's Spells

Amazing magical spells form the other side of Delphi's Sea Reaper arsenal. As you might expect from the name, these spells are mystical in origin and require magic to work. Though magic is involved, these spells have limitations just like regular weaponry and can only be used three times each before you must replenish them at a Spell Shop. That said, Delphi's spells have awesome abilities that can knock the stuffing out of a group of Meccs in multiplayer mode or turn the tide in a fast-paced single-player mission.

NOTE

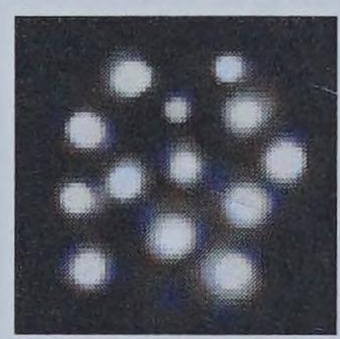
You can even steal a Smartie off of Kabuto's horns in multiplayer action. Be sure to use Smartie Grab when you see Kabuto or Meccs with Smarties in tow.

Smartie Grab

This is a basic spell that works without your having to activate it in the single-player campaign. The Smartie Grab snatches a nearby Smartie and puts it into a bubble that will follow you around wherever you go. Ultimately, you'll be taking that Smartie back to the Smartie Drop-off Pad at your base before venturing out for more.

In multiplayer games, the Smartie Grab takes on a slightly different twist: you can use it to actually grab a Smartie off the back of a Meccaryn! Smarties are hotly sought-after commodities in multiplayer, so the ability to steal one or two of them from an enemy group is vital.

CLUSTER

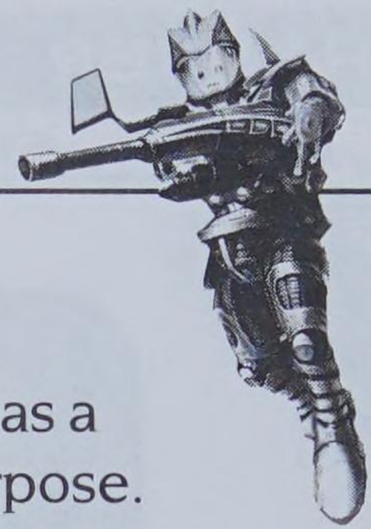


Cluster is much like the Millennium Bomb of the Meccaryns, albeit with some key differences. Specifically, Cluster lasts longer (in terms of doing damage) than the Millennium Bomb, and it also moves much faster (and explodes faster) than the Meccs' similar weapon. This is an excellent spell for attacking groups of enemies, because it has a long range and is nearly instantaneous. A great way to use Cluster is to target it on a Sea Reaper Barracks that has three or four Reaper Guards inside.

CLOAK

Delphi is made ethereal by this spell, which essentially turns you into a green puff of smoke that can move freely around the landscape (see Figure 3.5). The great thing about the Cloak spell is that you become invincible when it's active. As an added bonus, you'll poison any enemy you come into contact with while you're in this ethereal state.

FIGURE 3.5: POISON YOUR FOES WITH CLOAK!



TIP

When you're using the Cloak spell, you can still use Turbo! Cast Cloak, then use Turbo to speed your jump into a group of enemies. Lay some serious hurt on them and then zip away before they can react.

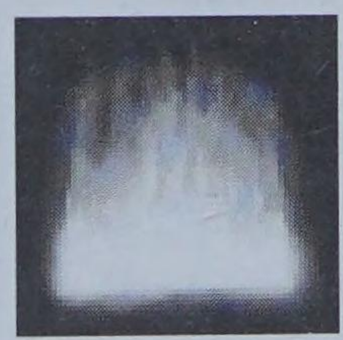
Teleport

This spell has a twofold purpose. First, it will transport you from your current location to somewhere nearby (within a few yards). Second, it produces a pair of duplicate Delphis that will stand their ground for a few seconds (or until they take a hit). Teleport is critical for those times when you've been caught in the thick of a battle that has you at a numerical disadvantage. If your base is being overrun by Reaper Guards, cast Teleport a couple of times to give the advancing enemies something else to shoot at while readying your Power-Up Bow.

NOTE

Delphi clones look exactly the same as you to the enemy, and will usually draw fire away from you. In multiplayer action, you'll want to stand still after you create a few duplicates so that your human opponents don't pick you out based on your movement.

Summon Firewall



Summon Firewall produces a wall of fire that moves away from where it's cast in a triangular formation, spreading as it moves (see Figure 3.6). This serves to hold choke points like narrow valleys or paths to and from an enemy base. Because Summon Firewall covers a reasonably large area, you can do a significant amount of damage to the enemy with just one casting of this spell. Another bonus of Summon Firewall is that it can be cast over a substantial distance, making it a fairly long-range spell that can take a group of distant adversaries by surprise. The important thing to remember about Summon Firewall is that it is very fast moving and does not last long at all. However, if it touches the enemies it will set them on fire and continue to burn while doing damage to them.

FIGURE 3.6:
THE SUMMON FIREWALL SPELL IS HOT!

NOTE

There's no better time to use Summon Firewall than when you're perched on some high mountain and see a group of enemies moving below in a canyon. Even at such a great distance, this spell is devastating. The only caveat is that you have to aim carefully.

SUMMON HAIL

A tactical satellite weapon for the Sea Reapers, Summon Hail produces a top-down view (see Figure 3.6A) that allows you to pick and choose which enemies will feel your wrath. After clicking the enemies that you want to rain hail upon, you'll return to your normal viewpoint to watch a particularly devastating hailstorm fall on the selected locations. Summon Hail will also do splash damage to nearby enemies and enemy structures. It's a great spell to use on an opponent's base when you have a decent line of sight into its inner regions.

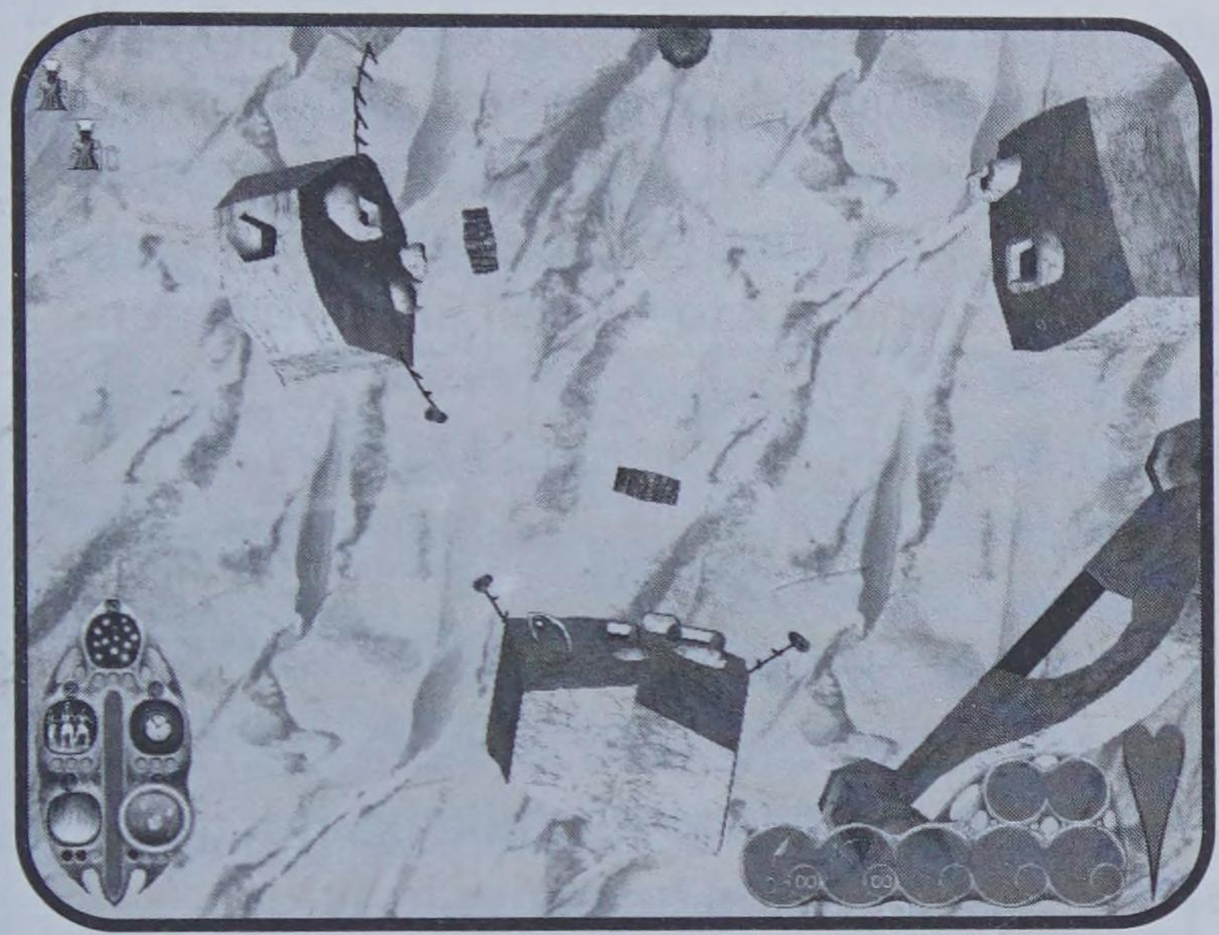


Figure 3.6a:
Use the satellite view to track your foes and pummel them with Hail.

Slow Time

When it comes to sheer cool spell effects, Slow Time might just take the cake. It produces a transparent, dome like structure (complete with a moving clock on top) that slows everything inside it to half speed (see Figure 3.7).

Figure 3.7:
Slow Time halves the speed of anything inside its dome.

The kicker is that you can enter this area without being affected, affording you the ability to pound away on your sluggish opponents. Slow Time can be used equally effectively as a defensive spell. Indeed, if you're getting waxed by an enemy or enemies, cast Slow Time and then use your Turbo Spell to move to the high ground or even back to a Spell Shop to regenerate. Cast this spell carefully, making sure your enemies are well centered inside the dome; an enemy near the perimeter can slowly make their way out and quickly become a full-speed nuisance once again.

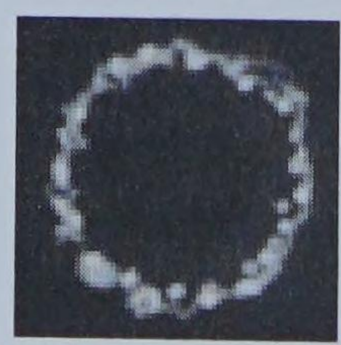
SHRINK

Shrink is an interesting spell that shrinks a selected enemy by half while also doing damage to it. While it's not necessarily the most useful incantation in many situations, Shrink comes in *very* handy when you're up against Citizen Kabuto. And despite its lack of sweeping effectiveness against groups of enemies, Shrink packs a hefty punch in multiplayer. Although Shrink doesn't reduce the enemy's hit points, it will reduce their effectiveness in hand-to-hand combat, and slow their attack or retreat (because hey, shorter legs take longer to get places).

FOLLOW

This spell fires two projectiles that lift the enemy into the air, then a third that blasts the suspended opponent! Follow can be demoralizing to other enemies watching the spectacle of their fellow soldiers being held up in the air by two bright lights while a third comes along and blows them to pieces. This spell is used specifically to take out a *single* enemy, and shouldn't be used when fighting groups of enemies. However, when you want to take one guy/gal out, and make absolutely sure everyone notices, this is the spell to do it!

SUMMON FIRE CIRCLE



An interesting spell with two functions, Summon Fire Circle produces a frosty cone of safety a short distance in front of you. When you move into this safe zone, a wave of fire will shoot out from around this area (see Figure 3.8), doing plenty of damage to any nearby enemies. This can be a

devastating spell to cast during a close-quarters battle. Once you cast Summon Fire Circle, you have only a few seconds to get inside it to trigger the ring of fire. If you don't get there in time, the frosty cone will disappear and the spell will have been wasted.

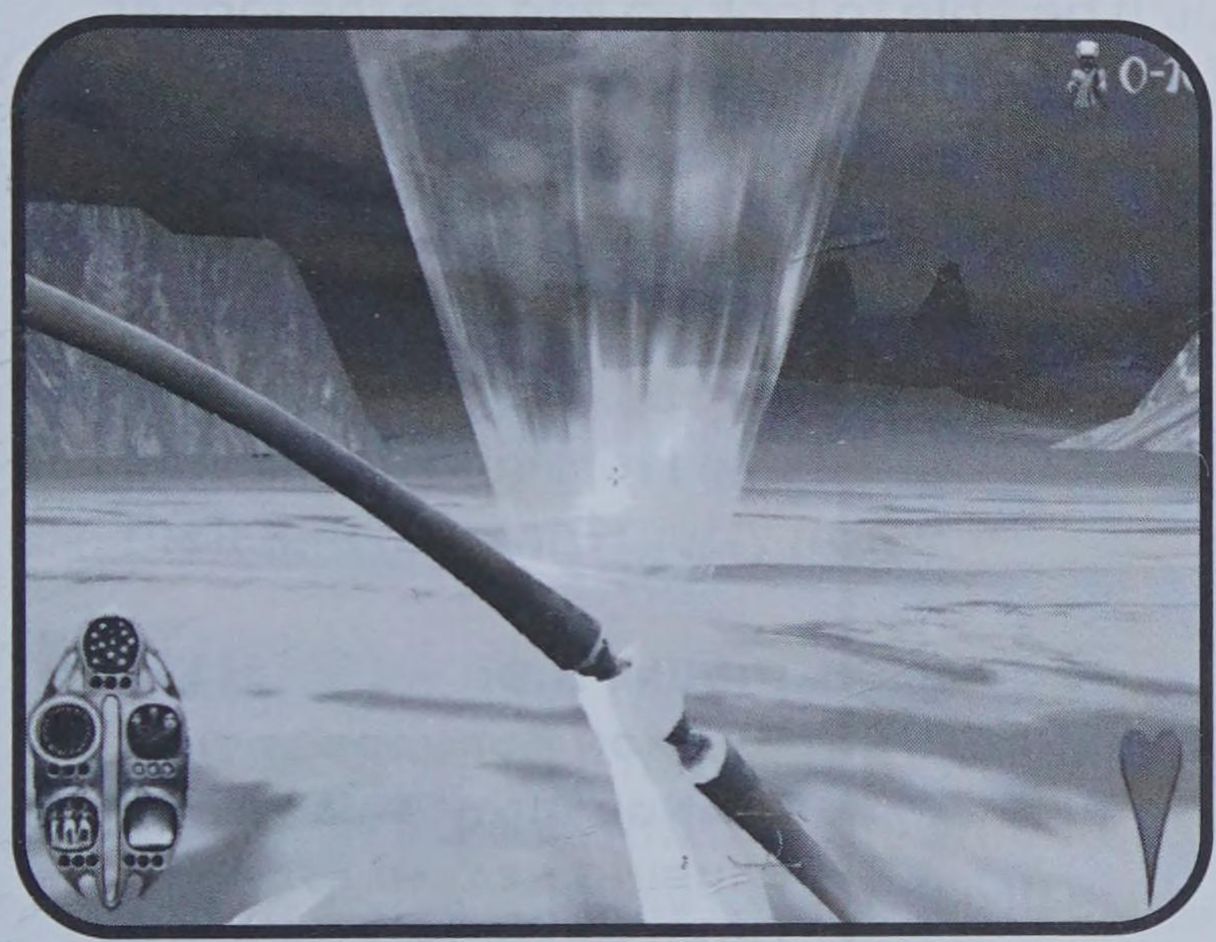


Figure 3.8:
Get rid of nearby enemies with Summon Fire Circle.

TIP

Any Meccs that think they're going to get caught in a Fire Circle would be wise to use their Jetpacks to get up and out of the way of the expanding ring of fire. If it's timed up properly, a judiciously used Jetpack can save a Mecc from this spell.

The second use of Summon Fire Circle is as a sort of remote bomb. Instead of running into the safety zone to produce the flaming effect, shoot it to cause a large explosion that'll also do plenty of damage to anything nearby (including you).

SUMMON TORNADO

Summon Tornado is a real treat to both use and watch! When you cast this spell, a huge tornado will come down from the heavens and suck up any nearby enemies (see Figure 3.9). You'll be able to look up and see the former adversaries flailing helplessly as they are yanked up into the stratosphere. After the tornado dies down, these poor souls sucked into the sky will now suffer the pain of falling to their deaths on the planet surface. It's really quite spectacular.

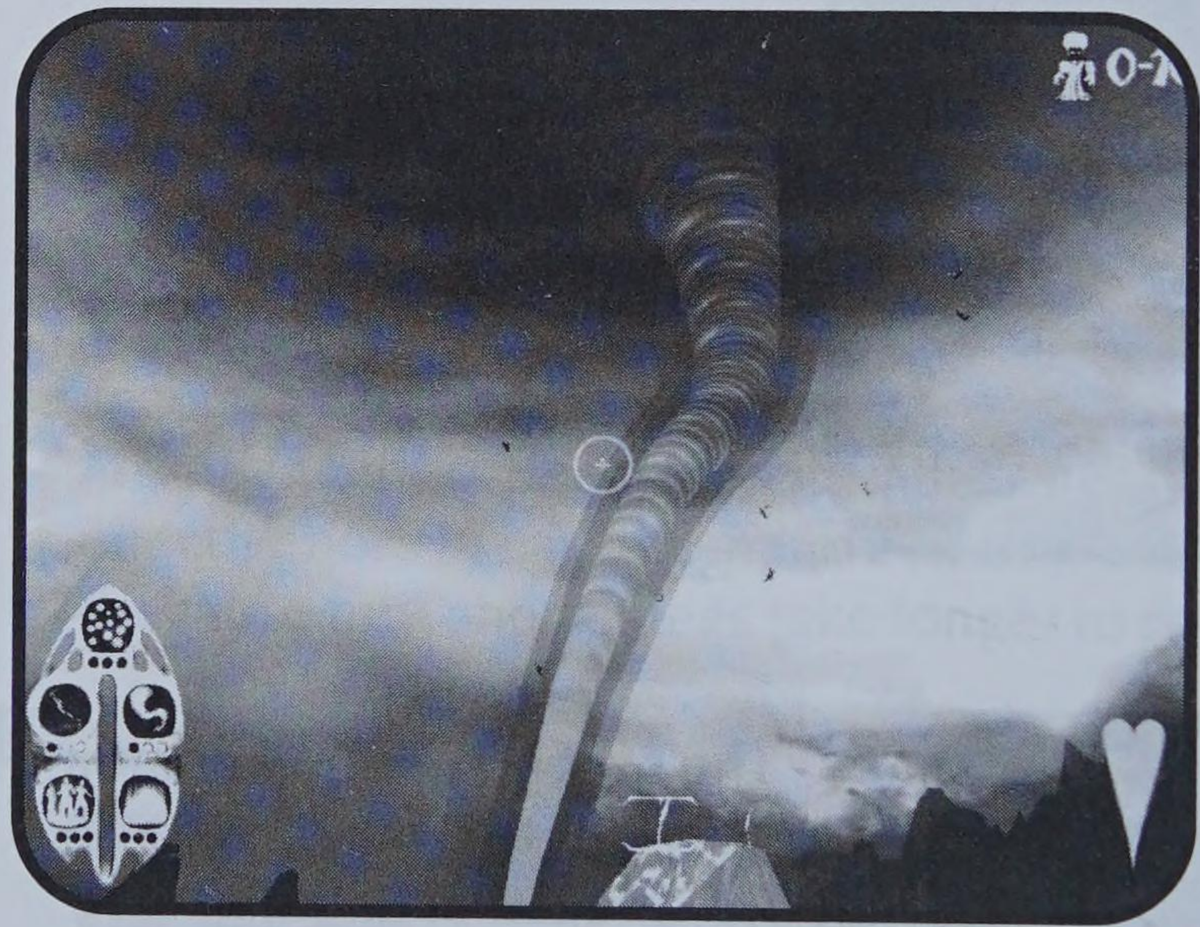


FIGURE 3.9: SUMMON TORNADO IS THE GRANDDADDY OF SPELLS, CAUSING NEARLY EVERYTHING NEARBY TO BE PULLED INTO THE CLOUDS!

NOTE

Will Kabuto get swept into the skies by a Tornado like the other creatures in Giants? The answer is no, but getting too close to the center of a Tornado will damage Kabuto, and the result of Kabuto not having any food can be even more devastating to him, especially if he's seriously wounded or hungry and in need of some grub.

Summon Tornado can be directed wherever your aiming reticle is, so you can cast it over surprisingly long distances and even into such areas as your enemy's base! Another great use of this spell is to clear out Smarties and Vimps in an effort to deprive your opponents

of them in multiplayer action. Remember, Kabuto needs Smarties to create Offspring, and Vimps to replenish his health, so using a tornado to constantly suck up these resources can make the difference between victory and defeat.

ITEMS

Not unlike the Meccs, the Sea Reapers have the same set of items that they can use—specifically, these are the Health Syringe, Repair, and Mines. These work the same way as they do for the Meccaryns, they just look slightly different and have different names. But rest assured that their functions are pretty much identical.

MINE

The Mine is just what it sounds like. Drop it and it will burrow into the ground. If any enemies come near the deadly device, it will explode, often doing fatal damage. Just like with the Meccs, it can be sneaky and effective to place Mines in areas that have been scorched by previous weapon fire.

HEALTH SYRINGE

When your health is getting low, hit yourself with a Health Syringe (defaults to the "H" key) and you'll recover a portion of your health indicator. Delphi can carry several Health Syringes at a time because her total hit points are higher than the Meccs, and to fully recover takes a few shots of Health Syringes.

FLARE

When you absolutely must use Turbo to move in and around enemy SAM Turrets, a Flare will do the trick to distract the enemy missiles from you to the flare. A few direct hits from SAMs will most certainly put you in an early grave, so when you can't use your Hellfire Bow to take the Turrets out ahead of time, have a Flare handy to divert any 'incoming' projectiles.

CHAPTER 4

The Delphi Missions

Now that you've had a chance to get a feel for the game from the Meccaryn side, it's time to change gears and see what it's like to swim through the water and conjure up cool spells like Samantha from Bewitched. The Delphi part of the game includes a few missions to help you get your feet wet with your new body. They also include Reaperski races, which are a unique and entertaining treat (especially for those born under the sign of water). The ultimate goal is to face off against your mother, Queen Sappho, but you'll have a lot to go through before the end comes into view.

Story One: Yan the Samurai Smartie

The first of the Delphi stories (see Figure 4.1) has four distinct missions that you must complete. Like those that started the Meccaryn campaign, these adventures serve as much to get you accustomed to playing Delphi as they do to move you toward destroying Queen Sappho.

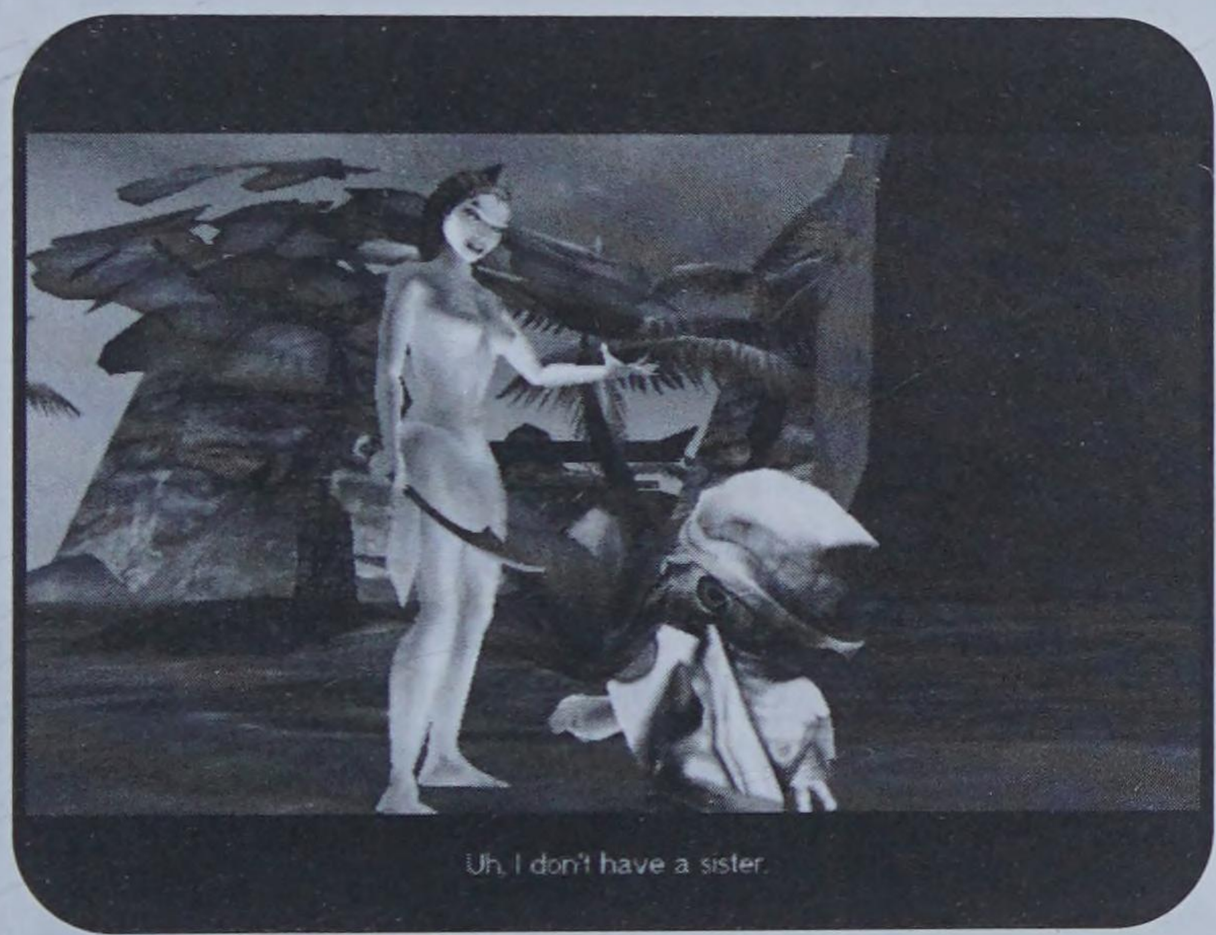


Figure 4.1: Begin play as Delphi by getting acquainted with Yan.

Yan, the Samurai Smartie

After your talk with Yan, you'll be instructed to retrieve some of his Smartie workers from "behind enemy lines." Your first task will be to grab a Smartie being guarded by a single Reaper Guard in an area not far from Yan's house.

Proceed toward the archway with the glowing red orb above it. Before you rush into anything, go into Zoom Mode and take out the three Rippers lurking near the archway (see Figure 4.2). Use the RPG Bow to take each of them out with a single shot.

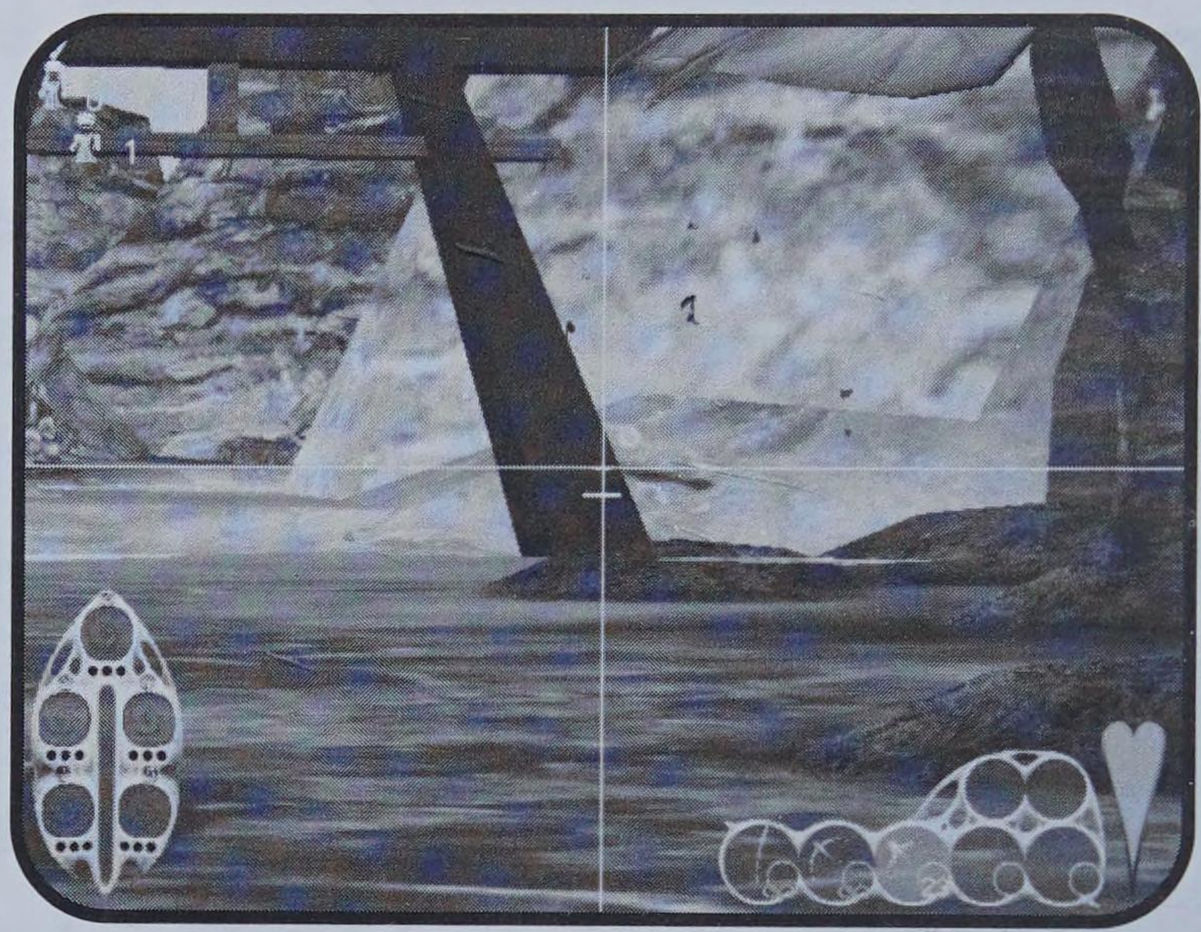


FIGURE 4.2:
TOAST THESE MEDIUM RIPPERS BEFORE GETTING STARTED.

Move to the water in the canyon beyond. Hop in and start swimming, following the water around the canyon. You'll paddle past a Ripper or two on the nearby shore, but you don't have to fight them as you can swim faster than they are able to fire at you. Another pair of Rippers will be encountered when you get to the first area where you must leave the water. This is an excellent opportunity for you to test out the effectiveness of your Sword (see Figure 4.3) on these nasty creatures.

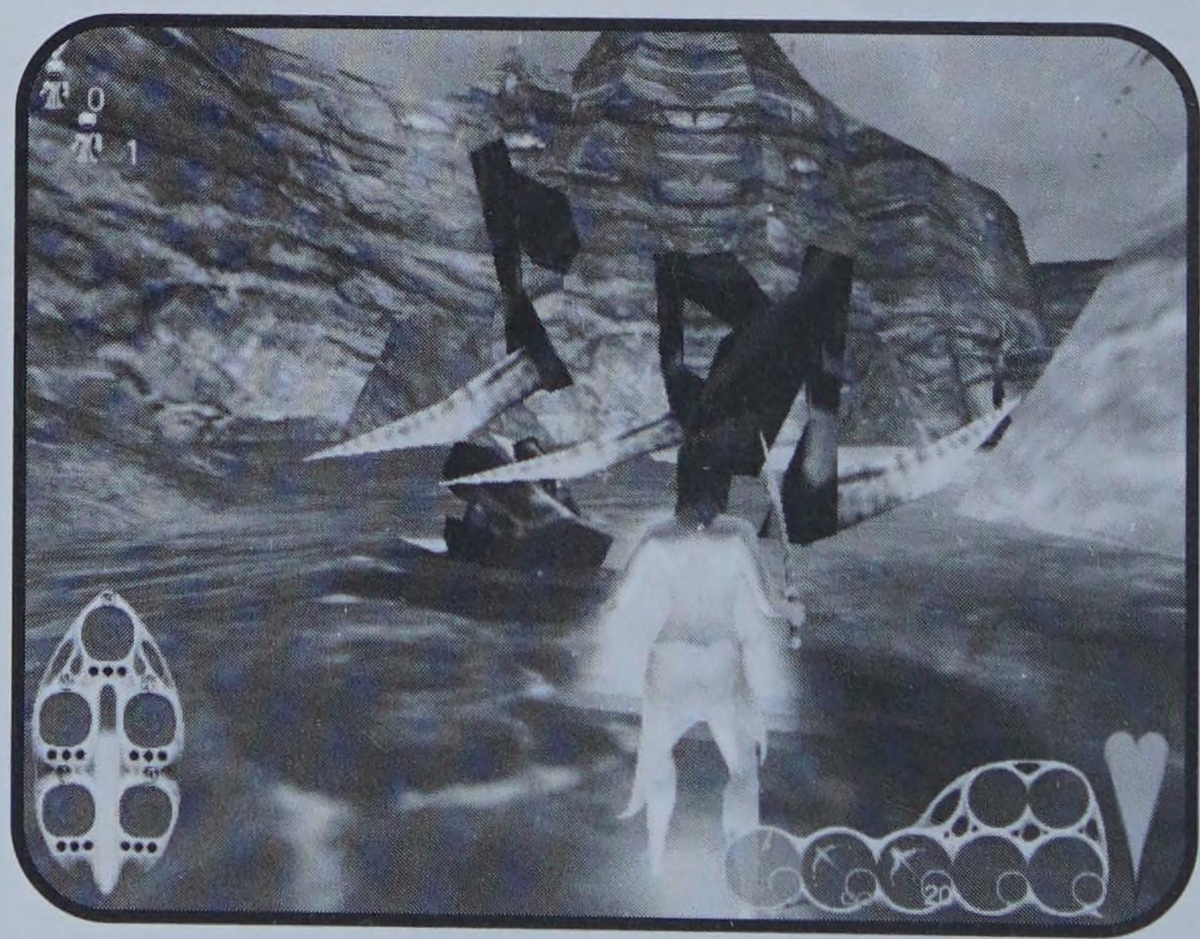
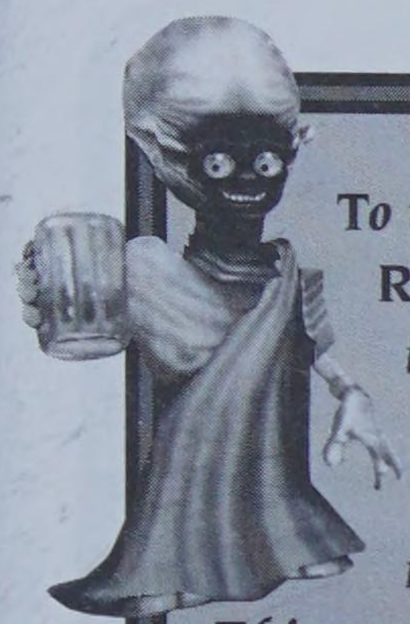


FIGURE 4.3:
YOUR SWORD IS A HIGHLY EFFECTIVE WEAPON AGAINST RIPPERS, SO DON'T BE AFRAID TO GET IN CLOSE.



TIP

To use your Sword against Rippers or Reaper Guards it's best to run up to the enemy as fast as possible while making small darting moves to the left and right. This evasive action will prevent you from taking any major hits as you get close. Once you're within swinging range, slice them to pieces with a few quick strokes.

You'll soon come to another small pool of water, which you can dive into or scoot around. A Reaper Guard is there for you to fight. Although you can attack it with your RPG Bow from a distance, we recommend that you attack him aggressively with your Sword.

Move around the water and continue toward your ultimate goal in this mission—a Smartie guarded by a single Reaper Guard. This Smartie is on a small island in the middle of a lake (easily identifiable by hitting the "C" key to show you the area map—note that all key references in this chapter refer to the game's default settings). Dodge the Reaper Guard's attacks (see Figure 4.4) and use your Sword to kill this foe.

Figure 4.4: Ready your Sword so that you can slice and dice this Reaper Guard as soon as you make landfall.

Move toward the Smartie and capture him in your bubble. Then head back to Yan by retracing your steps. Be aware that you'll likely have to face any Rippers that you didn't kill on your first pass. Stick to the water and move very quickly to get back safely. The mission ends once you return to Yan.

SMARTIE IN A BUBBLE

Yan greets your arrival with kudos and the gift of the Bubble spell. This is a little different than the bubble you used to grab the last Smartie. While it performs pretty much the same function, the Bubble spell allows you to grab a Smartie from a distance rather than having to cozy up to it.

Move through the archway with the red orb (this time it's on the opposite side of Yan's house) and be ready for immediate action. You'll notice a tower just inside the canyon, and if you take a look in Zoom Mode (see Figure 4.5) you'll notice two Reaper Guards waiting for you. Use carefully aimed head shots from your RPG Bow to take both guards out before you proceed.

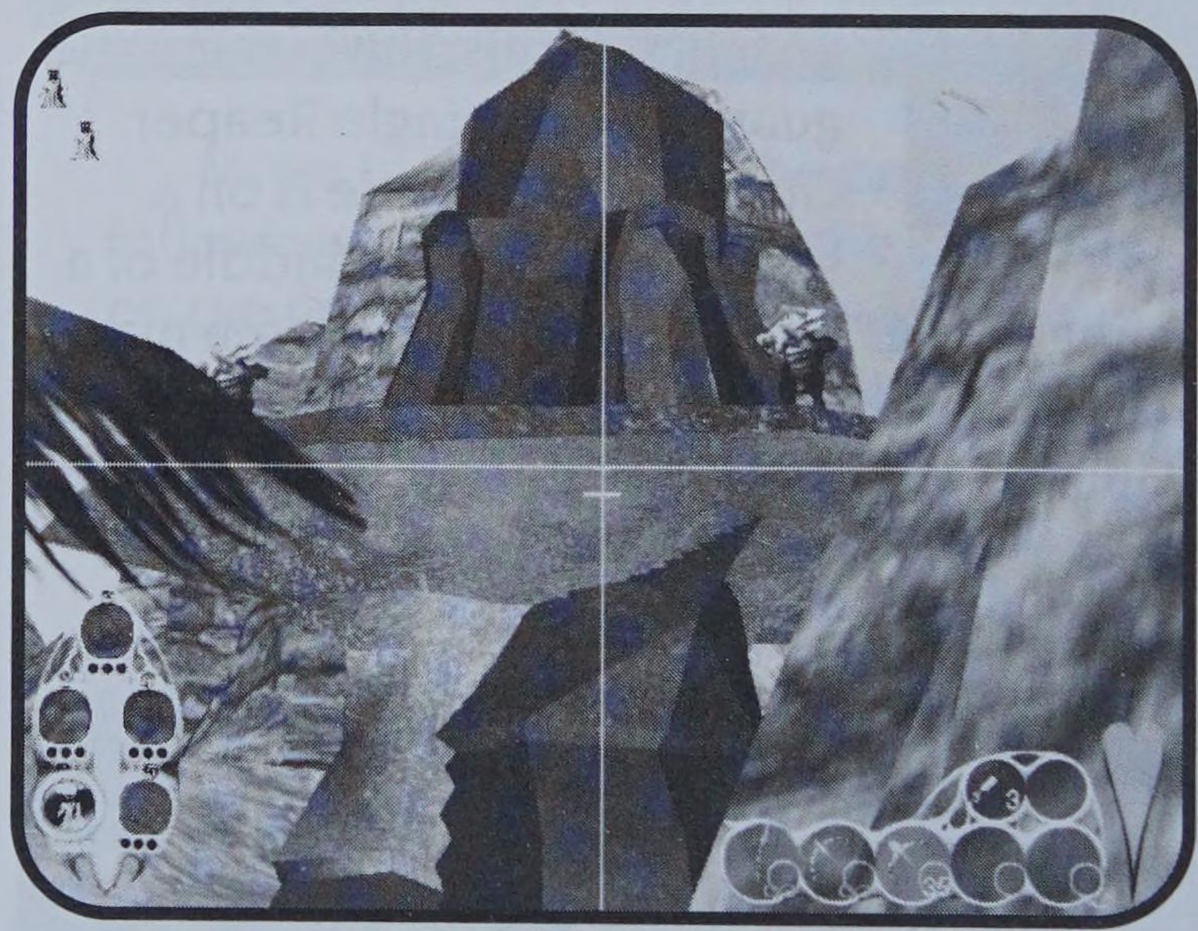


FIGURE 4.5:
ELIMINATE THESE GUARDS FROM A DISTANCE TO SAVE YOURSELF THE PAIN OF FIGHTING THEM IN CLOSE QUARTERS.

Unfortunately for you, the two guards you extinguish on the tower are the least of your worries in this area. Indeed, an entire gaggle of Medium and Large Rippers just inside the canyon needs to be dealt with before you move on. Rush in with your Sword and attack them one at a time, moving very, very quickly from one to another (see Figure 4.6). Although this may seem suicidal, you can dodge all of their attacks if you don't run in a straight line and cut each of them down to size with one or two swipes of your Sword. It's also important to remember that every Medium or Large Ripper you destroy will leave behind a health power-up. It shouldn't be too difficult to remain hale and hearty as you clear this area of these vermin.

Figure 4.6:
Banzai! Charge these Rippers with your sword at the ready.

After the Rippers are dead, have a look up the hill and you'll notice a Reaper Guard Barracks. Use your RPG Bow to open up on the Barracks and keep attacking until it's destroyed. As you attack the building, Reaper Guards will come over the hill and move toward the rocks on the slope in front of you. Once they've stopped moving, use your RPG Bow to kill them one at a time with head shots (see Figure 4.7). In this manner, you can thin out most of the onslaught and destroy their Barracks without taking much damage.

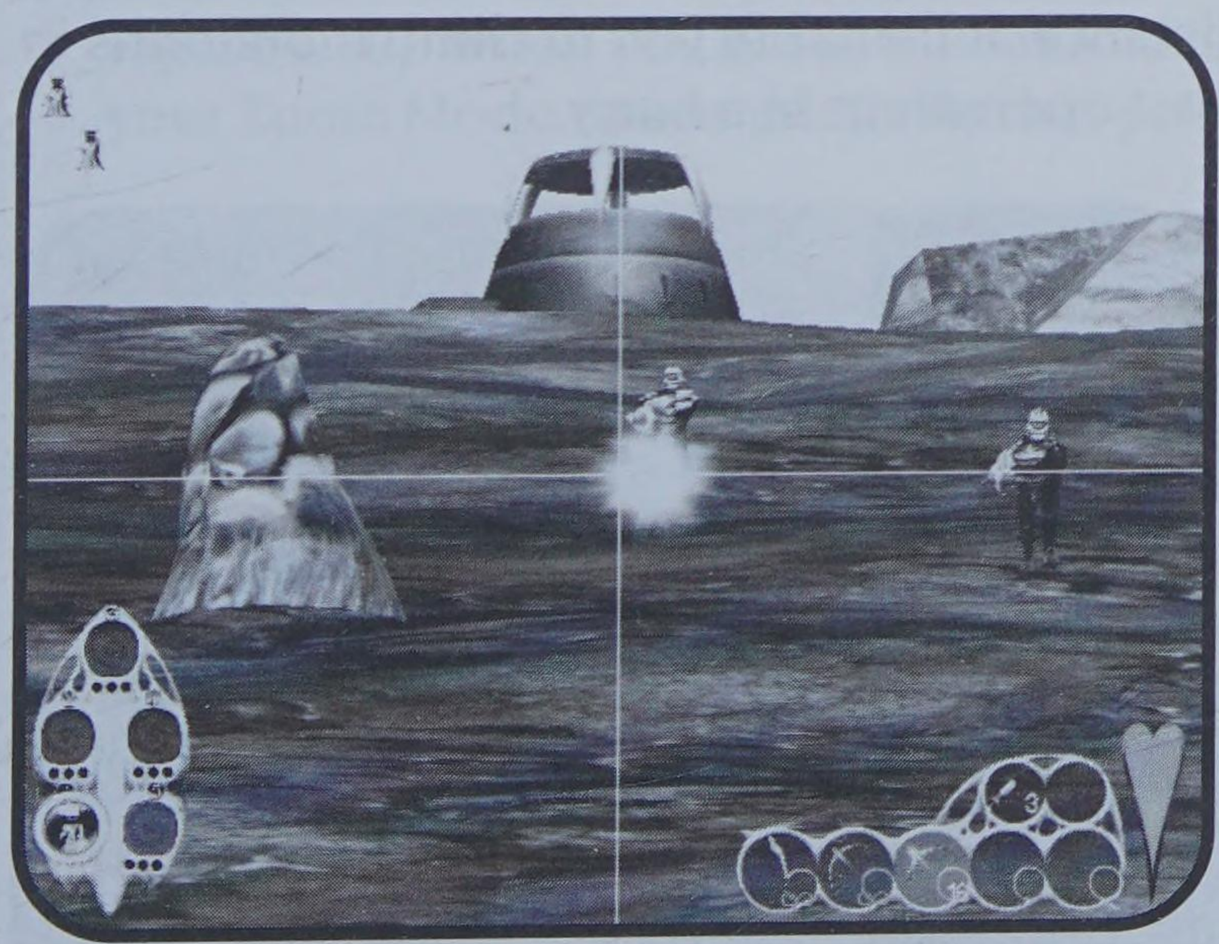


Figure 4.7:
Use your trusty RPG Bow to kill the Reaper Guards before they can get their claws on you.

Once the pack of Reaper Guards has been thinned out, move up the hill and hang a right. There you'll see the Smartie in question. Use your newly acquired Bubble spell to grab the Smartie from a safe distance (see

Figure 4.8), then get the heck out of there! Once you grabbed him, move back down the hill and through the archway back to Yan. When you get there, the mission will end in success.

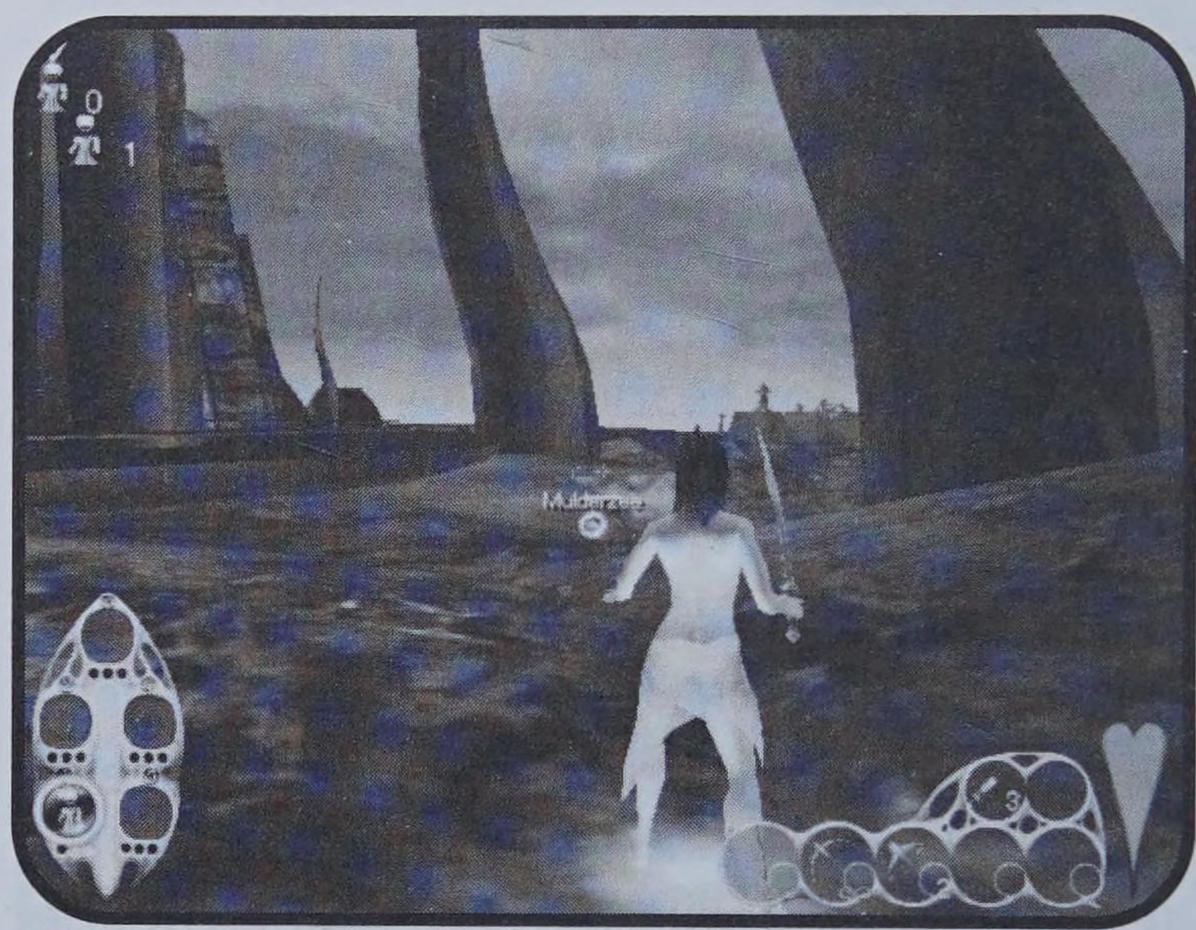


FIGURE 4.8: USE THE BUBBLE SPELL TO GRAB THIS SMARTIE FROM AFAR.

THE POWER OF TURBO!

Back with Yan, you'll be praised for rescuing the Smartie, and will then be given the Turbo spell, arguably the most valuable all-around incantation that Delphi can possess. Turbo enables you to quickly move between any two points within a certain distance. It'll enable you to climb mountains in a flash, or just cruise across vast open areas in a hurry.

TIP

Before heading into the battle with the Raiks, hang a left at the archway and fill up your ammunition at the nearby Gift Shop. You won't be able to acquire any new weapons here, though, so make do with fresh ammo and a Health Syringe or two.

You'll begin this mission by facing the next archway (with the red orb above it). Unfortunately, it's a fair bit farther away this time. To get to it, you must use your Turbo spell. Begin by aiming your reticle at the far shore across the water in front of you. When the reticle turns green, hit the right mouse button to Turbo over to this spot. You'll soon see just how fast and effective this method of travel can be (see Figure 4.9).

When you reach the other side of the waterway, scoot around a bit with the Turbo spell to get the hang of it. When you feel comfortable with its effects, use it to race up to the archway on the ridge above you. Ready your Sword before doing so, as a Medium Ripper will attack when you arrive at the archway.

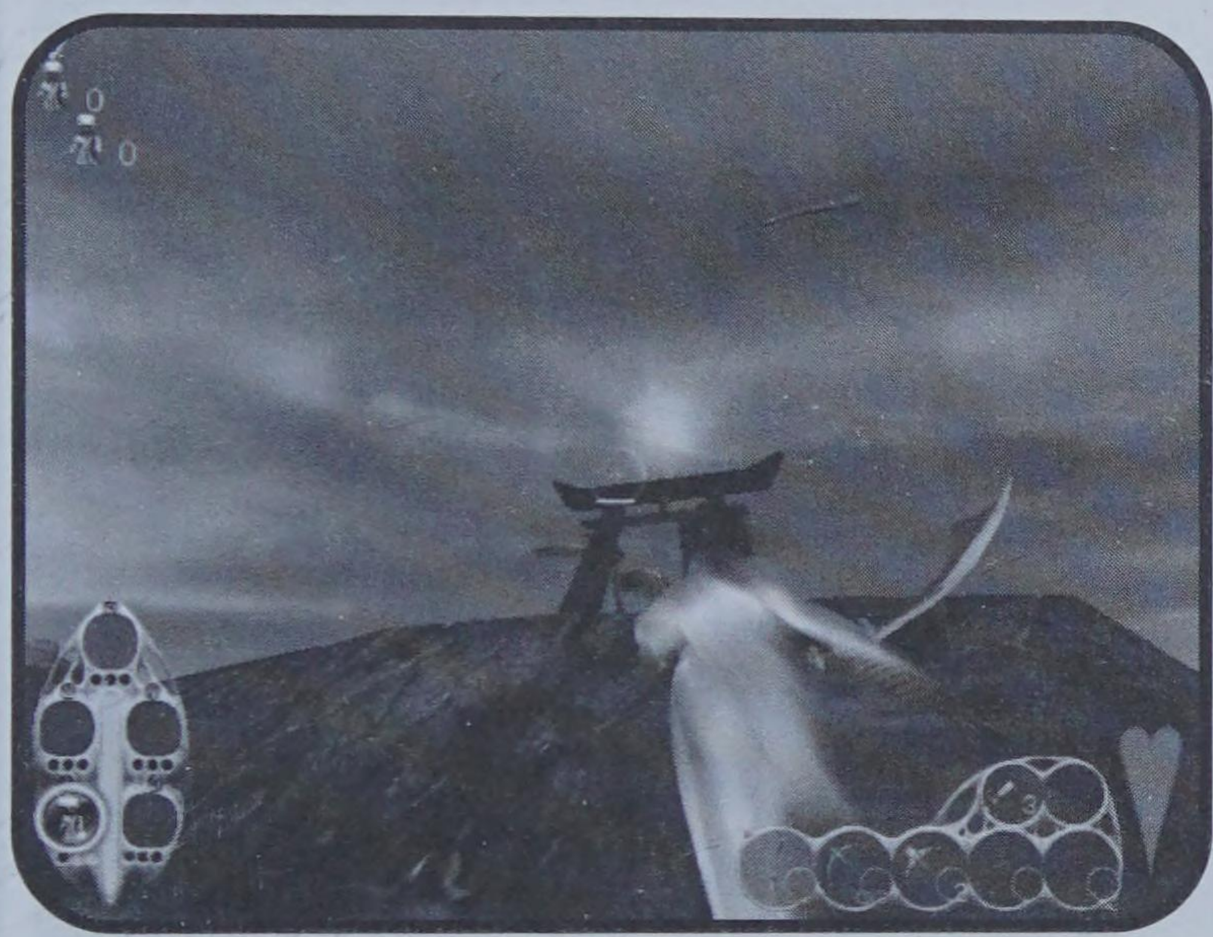


Figure 4.9:
The Turbo spell is something that you'll use all the time with Delphi, so get used to it early.

From the archway you can see the island that you must ultimately reach. To get there you first need to use the Turbo spell to jet across to an intermediate island between you and your eventual destination (see Figure 4.10). When you get to the middle island, have a quick look with your Zoom Mode to see the Raiks that you'll be facing soon.

Figure 4.10:
Turbo over to this island, then hang tough for a second.

RAIKS

The Raiks are some of Queen Sappho's nastiest subordinates. As such, they will spare no magical expense to see your life terminated. These beasts look like Sea Reapers on top, but they have the lower bodies of Wasps, giving them an intimidating appearance.

Raiks are capable of a wide range of Sea Reaper spells and can also fly. They're extremely dangerous to you, but they're not invulnerable. From a distance, you can hit them with your RPG, Power-Up, or Sniper Bows. Note that they'll turn to attack you as soon as you fire upon them.

After you've drawn their attention, keep your movements erratic so that their aerial assaults can't hit you. Also watch for any sneaky Firewall spells. Eventually, a few Raiks will teleport close to you, giving you the chance to take them out with your Sword. They will often teleport away after they taking a single hit, but they'll soon return. When they do, administer the coup de grace.

You won't be safe on this middle island for long. Raiks will soon fly over and bombard you with a nasty attack. These creatures will quickly teleport to your location and use other Sea Reaper spells on you, such as Summon Firewall. This makes them rather difficult to handle, though instigating melee combat with your Sword should prove effective (see Figure 4.11).

When the two or three Raiks have been disposed of, move to the large island, where you'll face a few more of their kind. You may even have the joy of having a Shrink spell used on you, as seen in Figure 4.12. Remember that you don't have to destroy all of the enemies on this island—the only thing you have to do to complete the mission successfully is to meet up with Yan. So unless you really feel like a scrape, just use your Turbo spell to reach him and move on.

Figure 4.11:
Raiks present a new challenge for you and your trusty Sword.

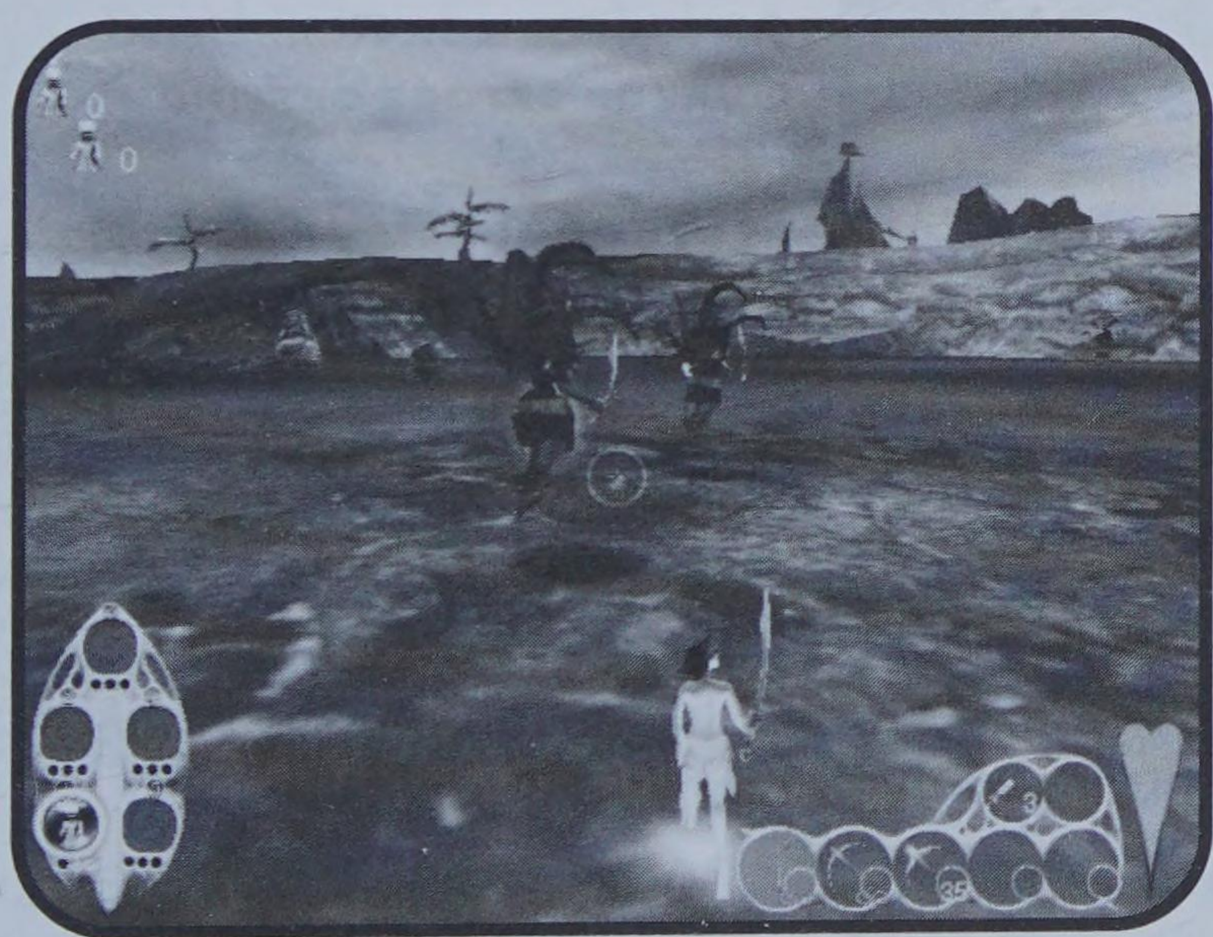


Figure 4.12:
Raiks will stop at nothing to defeat you, including attacking with the Shrink spell.

Yan's Peace Mantra

Yan will now instruct you to go to the Reaper Fortress and chant the Smartie Samurai peace mantra. Unfortunately for him, that plan is dashed when the Reapers attack Yan's home. The unimpressed Smartie will then change your mission orders and instruct you to "kill the bastards" with your new Summon Firewall spell.

There is more than one way to deal with this mission. First, you can jump into the water, swim as quickly as possible to Yan's house, and put up a defense there. However, this tactic is fairly predictable. If you'd like

to try something a little more avant-garde, consider mounting a surprise attack with your RPG Bow.

To try this, move back toward the archway near the Gift Shop. Then walk toward the ridge that overlooks the advancing Reaper Guards (see Figure 4.13). From this position, you can use your RPG Bow and Zoom Mode to take out most of the enemies before they know what hit them! Remember to shoot at their feet so that the explosive splash damage from the RPG Bow damages as many of them as possible.

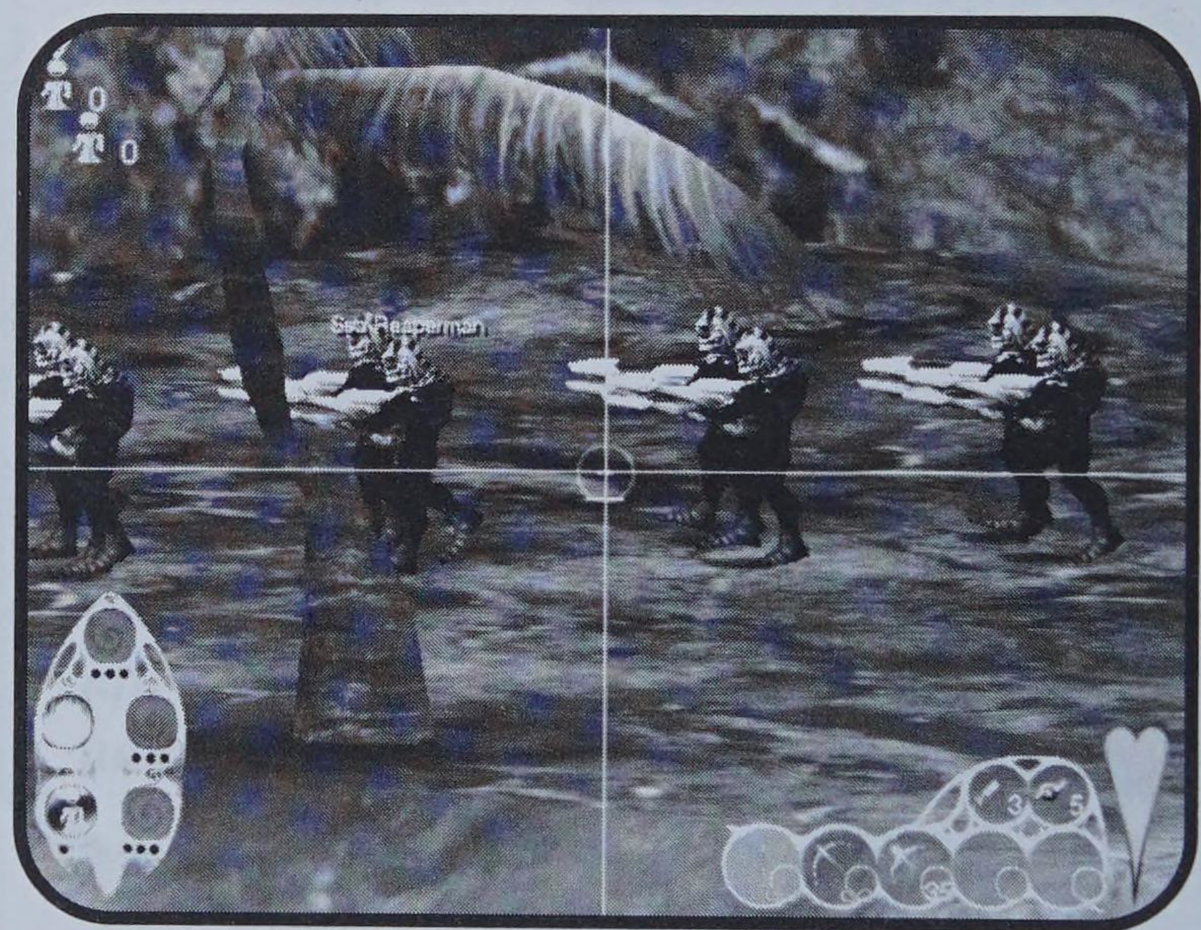


FIGURE 4.13: AMBUSH THESE REAPER GUARDS BEFORE GETTING INTO HAND-TO-HAND SCUFFLING!

After you've thinned the enemy ranks considerably, move toward the canyon entrance and lay down some Mines so that any further enemies that try to pass through the entrance will get smoked (see Figure 4.14).

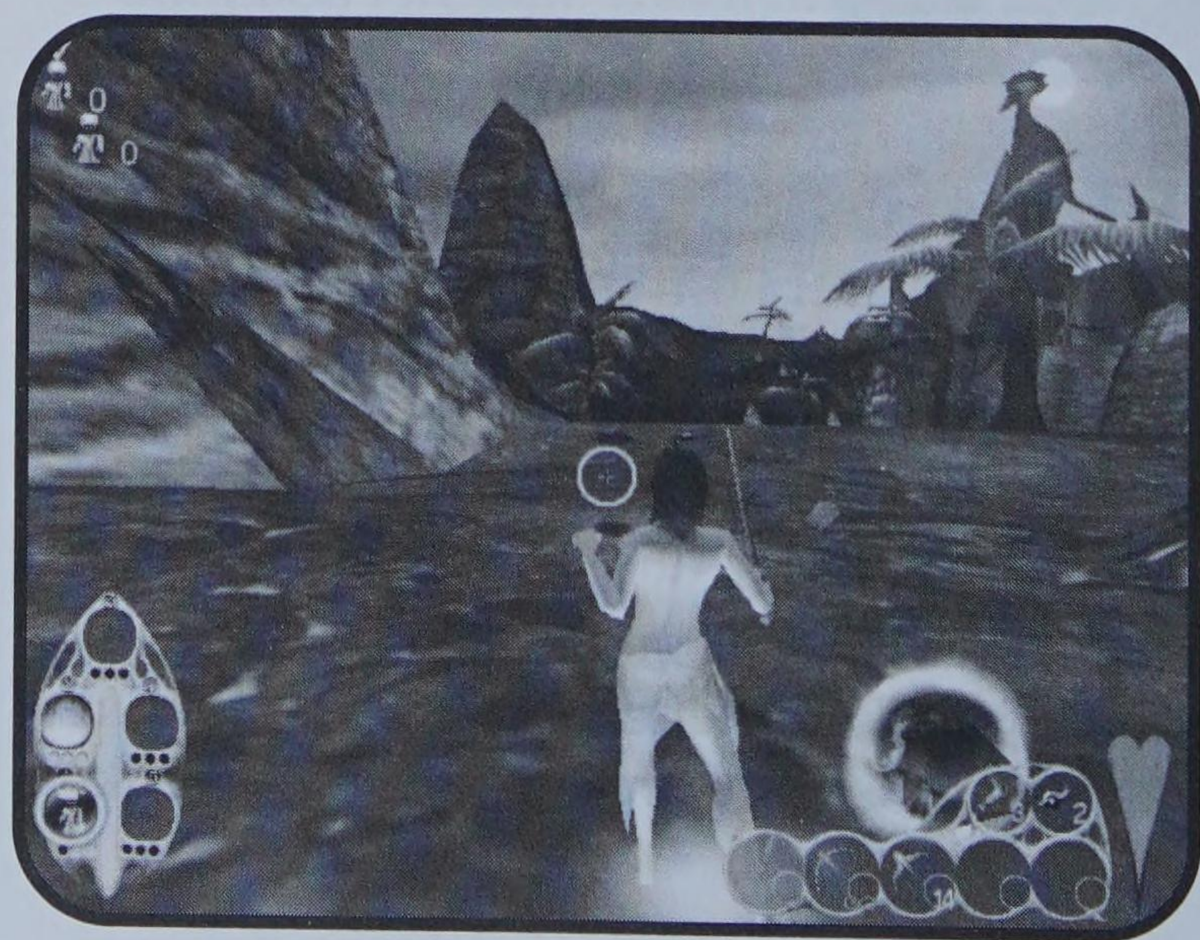
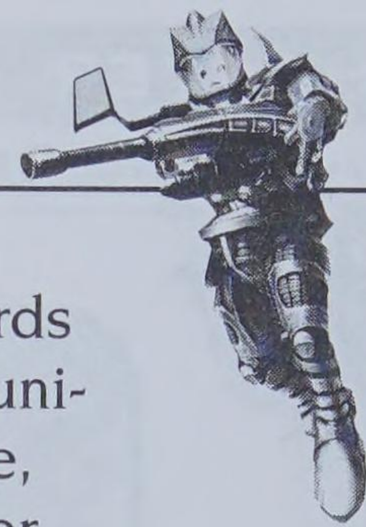


FIGURE 4.14: LAY DOWN SOME MINES AND THEN WASTE THE REAPER GUARDS IN THE TOWER BEFORE RETURNING TO YAN'S HOUSE.



The only other thing you'll have to do is slay the two Reaper Guards who have reoccupied the tower. Use your RPG Bow if you have ammunition left for it, or your Regular Bow if you've run out. Once this is done, head back to Yan's house for a hilarious cut scene (we won't spoil it for you) and the introduction to the next story.

Story Two: Build A Reaper Base

This story will see you getting familiar (in a hurry) with the process of building up a Reaper Base, and then taking what you've learned and using it to maximum effect against the Sea Reapers. In an opening cut scene, Yan will tell you that he's related to you, but fortunately (for Delphi) it turns out to be a misunderstanding.

Figure 4.15: Yan reveals some crushing news to Delphi, but it all gets worked out in the end.

Destroy Enemy Barracks with Tornado

Your goal is to build up your base to the point where you can have a Party House, and thus acquire the Tornado spell. This spell is needed to destroy the enemy Barracks. It'll take you a while to get there, however, so let's get started right away.

The rudimentary area for your base is already in place when you begin this mission. Start by moving up the hill to the right and grabbing the two Smarties who reside there. Bring them back to work for you (this takes two trips). Next, go to the small hamlet nearest your base and pick up another pair of Smarties. Also, be sure to take out some Vimps if they're nearby.

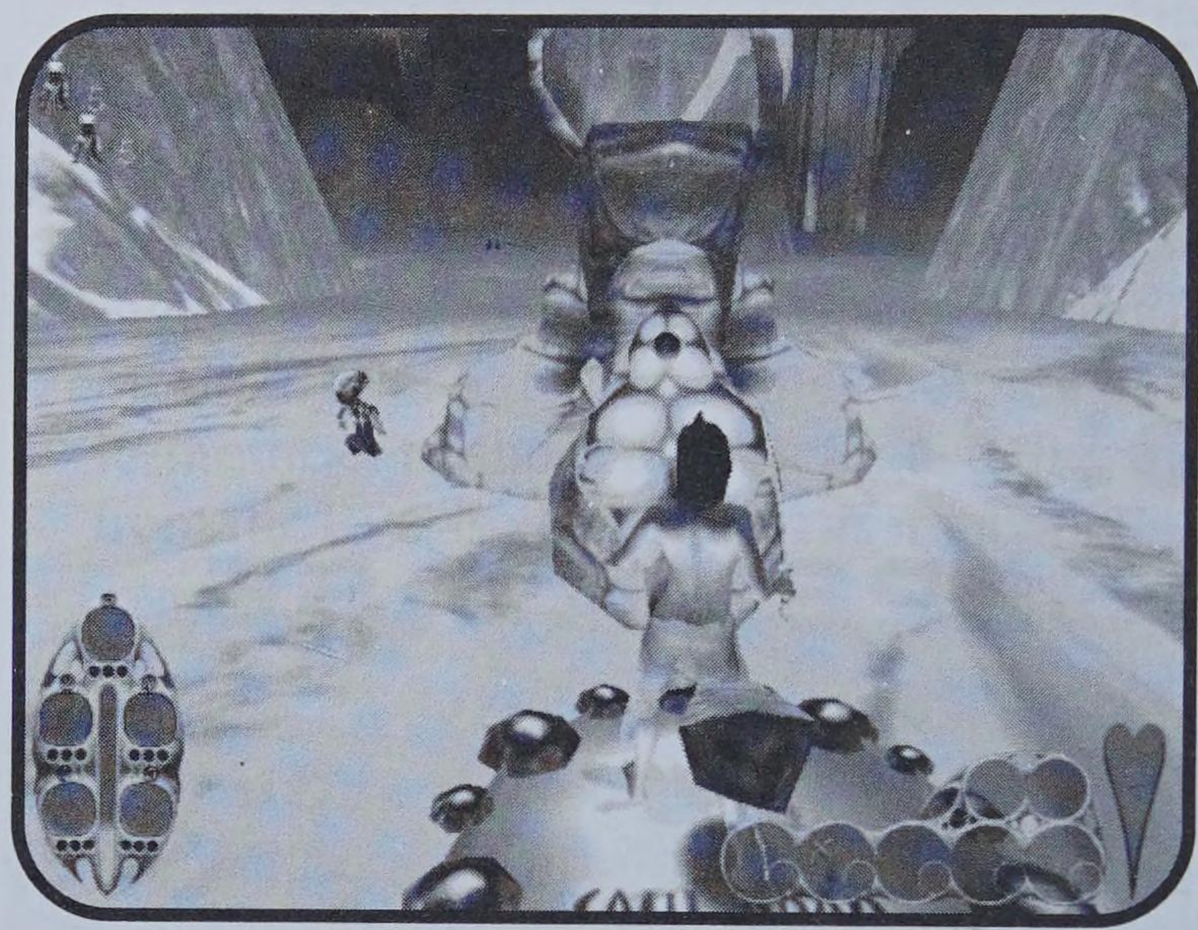
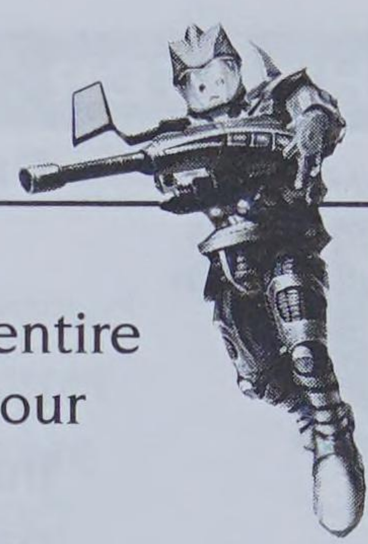


FIGURE 4.15A:
GRAB ALL THE SMARTIES YOU CAN, BECAUSE YOU'LL NEED AT LEAST FOUR OF THEM.

Two more Smarties can be picked up near the enemy Barracks, though you don't need them to be successful. For now, spend your time gathering food and building up the structures in your base (see Figure 4.16). You'll want to construct everything—including a Shield Generator, a Level 2 Spell Shop, Force Fields, and eventually a Party House. Your first priority should be to get your Spell Shop up and running so that you can buy a Power-Up Bow.

FIGURE 4.16:
YOU'LL END UP WITH A FAIRLY COMPLETE BASE BY THE END OF IT.

As your base is growing, and after you've got the Power-Up Bow, teams of Reaper Guards will approach from several different paths. The best way to deal with these intruders is to ascend one of the hills on the rim of your base and use your new bow on them (see Figure 4.17). The great



thing about the Power-Up Bow is that it'll often take the heads off of entire groups of Reaper Guards in a *single* shot. This makes the defense of your base relatively easy.

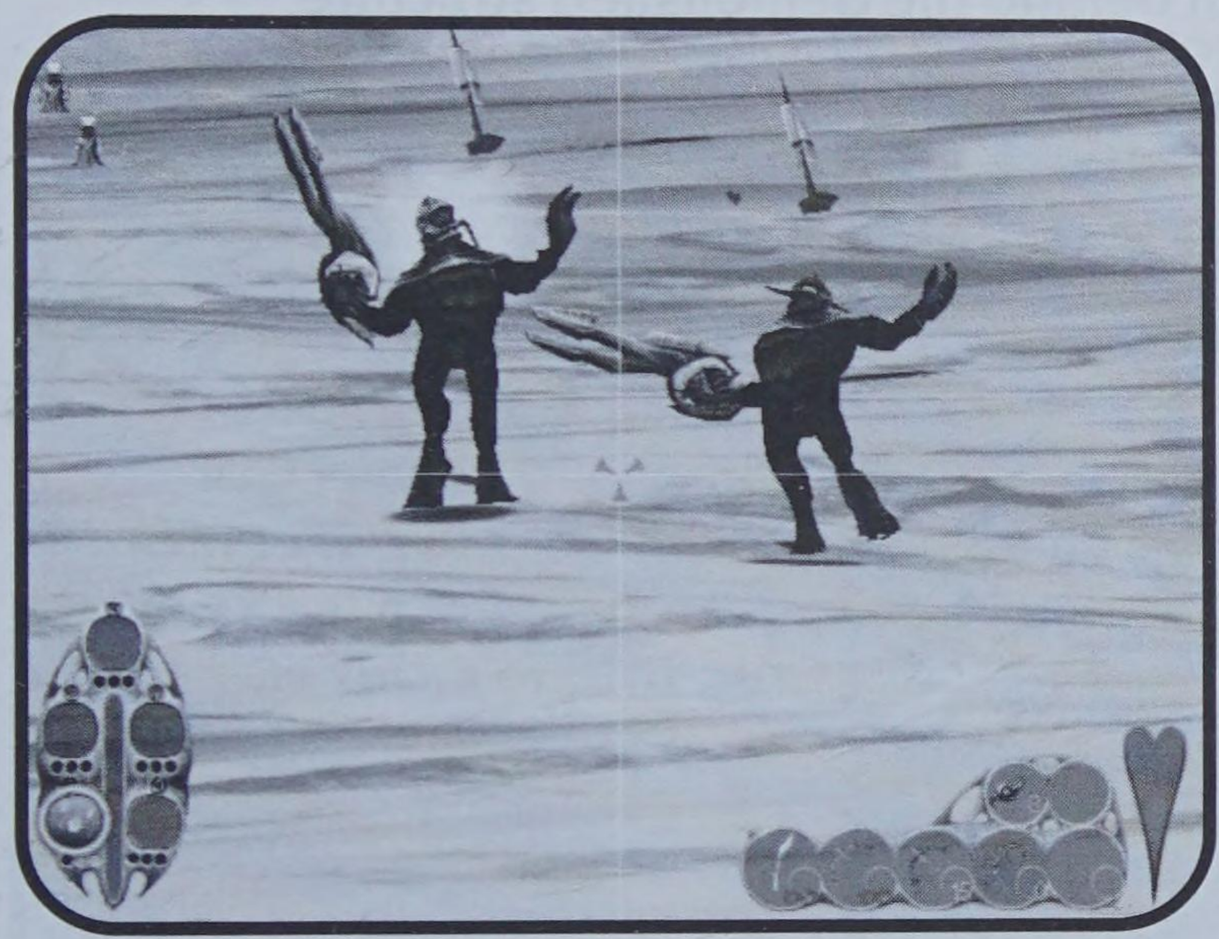


Figure 4.17:
Use the Power-Up Bow against the advancing Reaper Guards.

NOTE

If a few Reaper Guards come close to your base, kill them with your Sword and capture their life forces for your Smarties to subsist on.

Eventually, you'll also find Large and Medium Rippers coming near your base. Eliminate these creatures with Sniper Bow salvos from the top of your base. One or two well-placed shots will do the trick. Once you've built up your base to the point where you receive the ability to build the "question mark structure" (actually, the Party House), you'll be able to secure the Tornado spell from the Spell Shop and then move against the enemy base.

Stock up on ammunition for your various bows and then head toward the enemy Barracks using your Turbo spell. Move as quickly as possible. Bypass any advancing enemies, because they aren't going to matter once you destroy the Barracks. Move up the hill to the white building across from the Barracks, then Turbo over to the area directly in front of the building. Don't worry about the many Reaper Guards here, as you're going to utilize your Tornado Spell to take them out en masse.

As soon as you get into position front of the Barracks, use the Tornado spell. Watch as the building is torn to pieces and the Reaper Guards are flung into the air. This ends the mission (see Figure 4.18) and opens a path for you to move through behind the demolished structure.

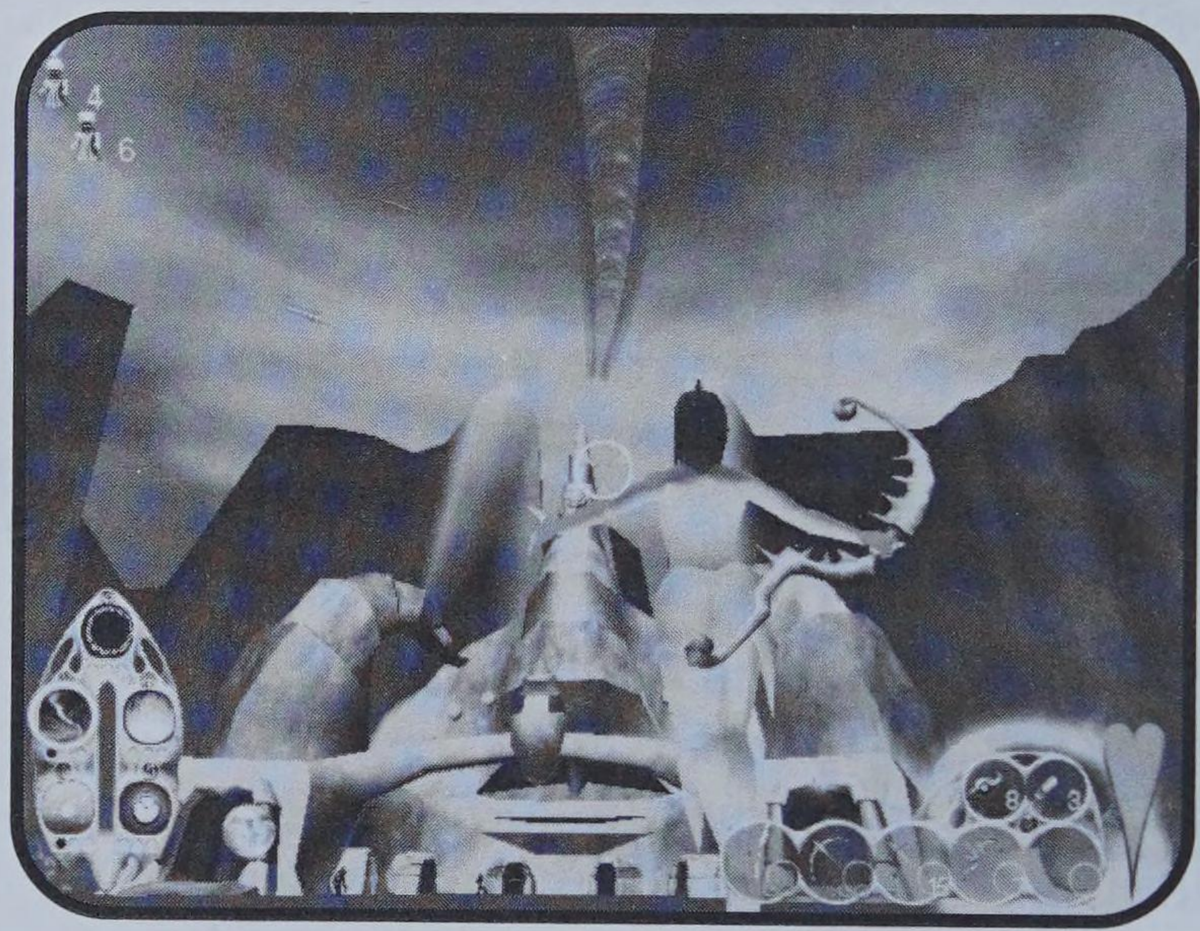


FIGURE 4.18:
THE TORNADO SPELL IN ACTION IS TRULY SPECTACULAR TO BEHOLD, SO TAKE THE TIME TO ENJOY IT.

NOTE

At this point, you'll get your first taste of Reaper Guards who can fly around using Jetpacks. It's best to avoid their nasty attacks and run away instead of attempting the difficult challenge of shooting them out of the air.

THE LOST REAPERSKI

After the Barracks has been destroyed, you'll see an archway with a red orb above it, indicating that this is the way for you to proceed. Your goal now is to capture a Reaperski and escape from the island. Move through the archway and through the canyon. There's only one way that you can go, so just proceed in this direction until you reach a deep hole in the ground covered with a grid. The grid sits above over top of two Rippers (see Figure 4.19), but there's no need to either step on it or shoot the creatures underneath, so just keep moving.

As you come upon the enemies guarding the Reaperski, break out your RPG Bow. Take out the creatures here one at a time with carefully

placed head shots (see Figure 4.20). After you've done that, move forward and remove the three Turrets in the area from the landscape; each Turret will bite the dust with five RPG Bow shots. When you're finished, be sure to stop into the Gift Shop by the nearby elevator to replenish your RPG Bow ammo and also to pick up a Sniper Bow.

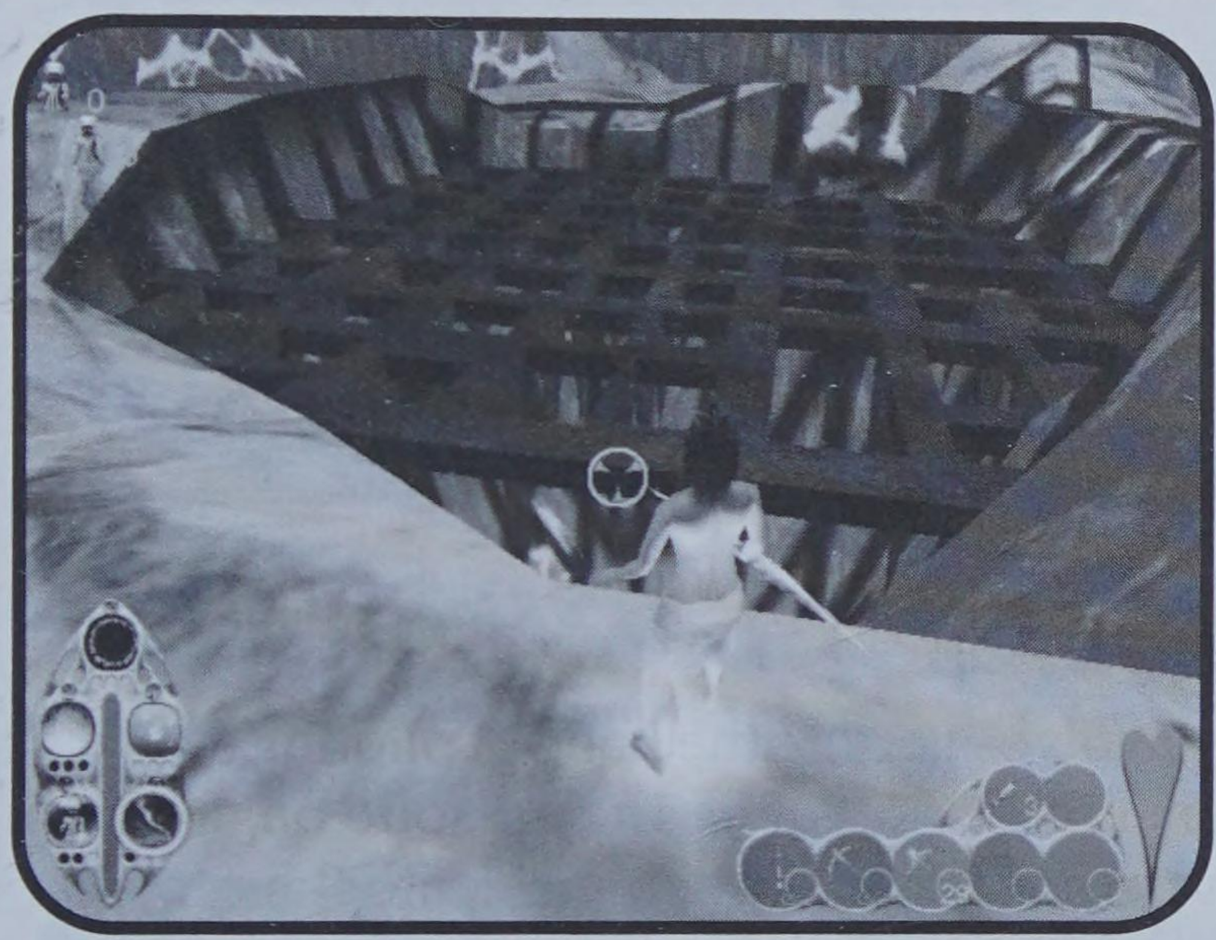


Figure 4.19:
Don't sweat this trap in the ground.

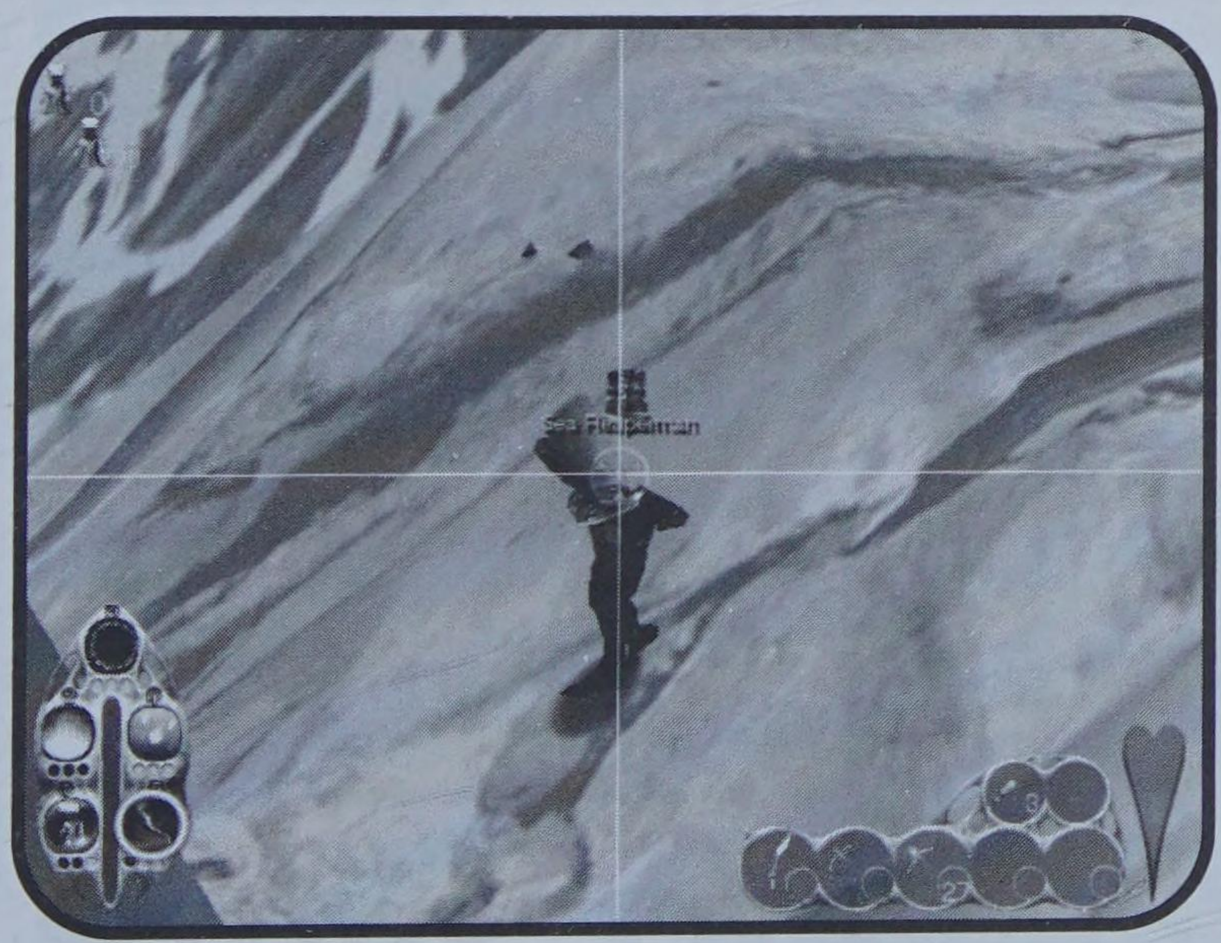


Figure 4.20:
Slay the Reaper Guards from afar—there's no need to engage in hand-to-hand combat here.

You can now ride the elevator down, but the presence of a Barracks at the bottom with plenty of Reaper Guards makes this a daunting task. Take a big gulp and use your Turbo spell to go straight to the Reaperski, avoiding as many enemies along the way as possible. Also arm your Sniper Bow, because it will kill enemies in one shot (see Figure 4.21). The mission ends when you reach the Reaperski.

FIGURE 4.21:
ARM YOUR SNIPER BOW AND TURBO DOWN TO THE REAPERSKI.

THE REAPERSKI ESCAPE!

The last mission of this story involves getting the hang of piloting a Reaperski while escaping from the Sea Reapers. The episode begins with Yan giving you a helping hand at ramming the Reaperski into the canyon wall. After this fiasco, you'll be able to take control of the ski yourself.

There's really only one way to go here, so don't worry about getting lost. You'll eventually come to a glass/ice wall that will not allow you to pass, but you'll notice a Turbo Boost floating above the water near the wall (see Figure 4.22). The key to getting past the barrier is to use your Turbo just as you're about to hit the ice wall. You'll smash through it and enter a new area.

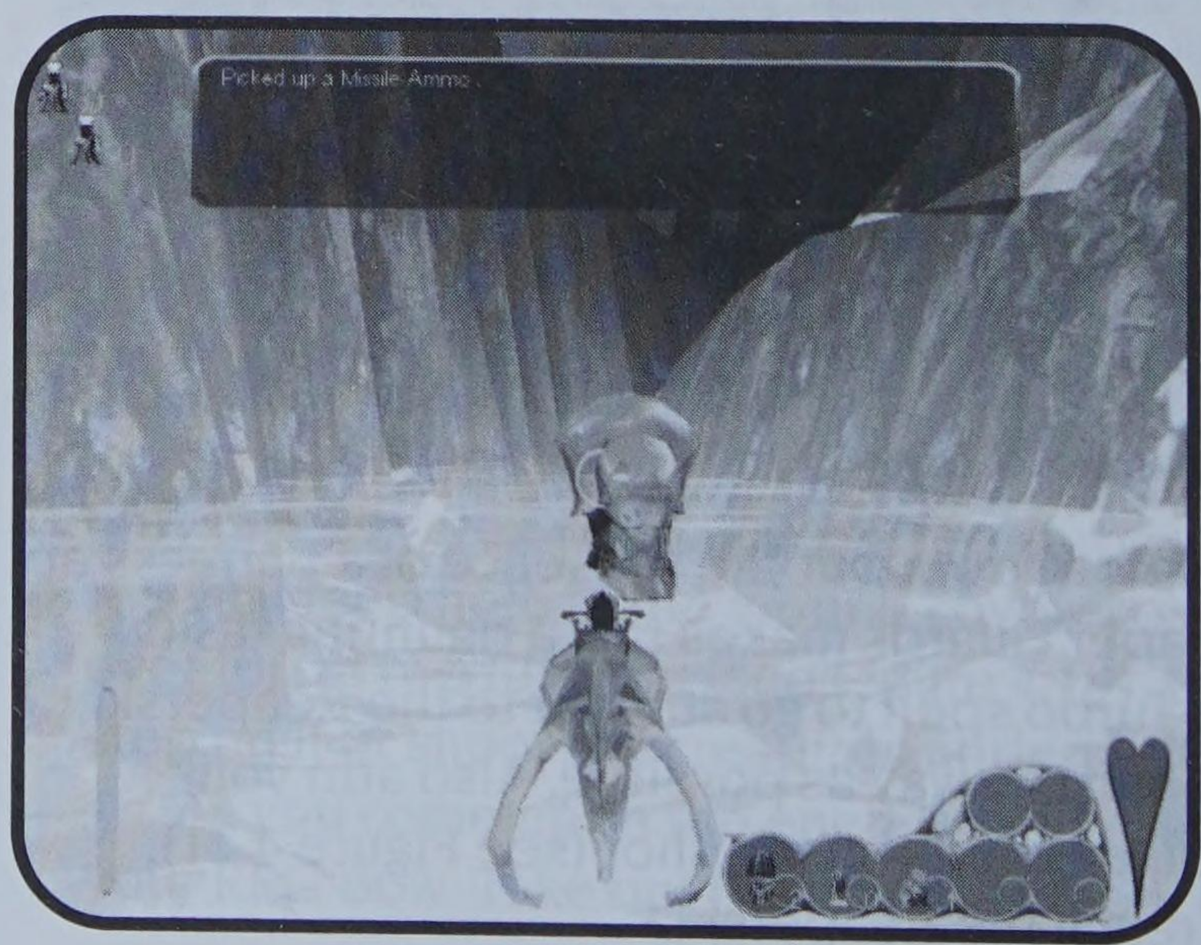


FIGURE 4.22:
USE THIS TURBO BOOST TO GET THROUGH THE ICE WALL BLOCKING YOUR PATH.

NOTE

You don't have to worry too much about the enemies in this area if you move quickly. However, there are plenty of shells and Homing Missile power-ups in the vicinity if you need to defend yourself.

Continue sloshing around the water-filled canyons, picking up power-ups along the way. Any shells grabbed will enable you to fire at enemies, while the Turbo will give you a considerable speed boost to get through another ice wall. You'll eventually reach an open area where an enemy Barracks and some other structures can be found.

A ramp here leads to yet another ice wall. Take a run at it in your Reaperski and hit the Turbo Boost just as you head up the ramp. This will give you maximum air (see Figure 4.23). Time this right and you'll smash through the wall and end up in the next story!

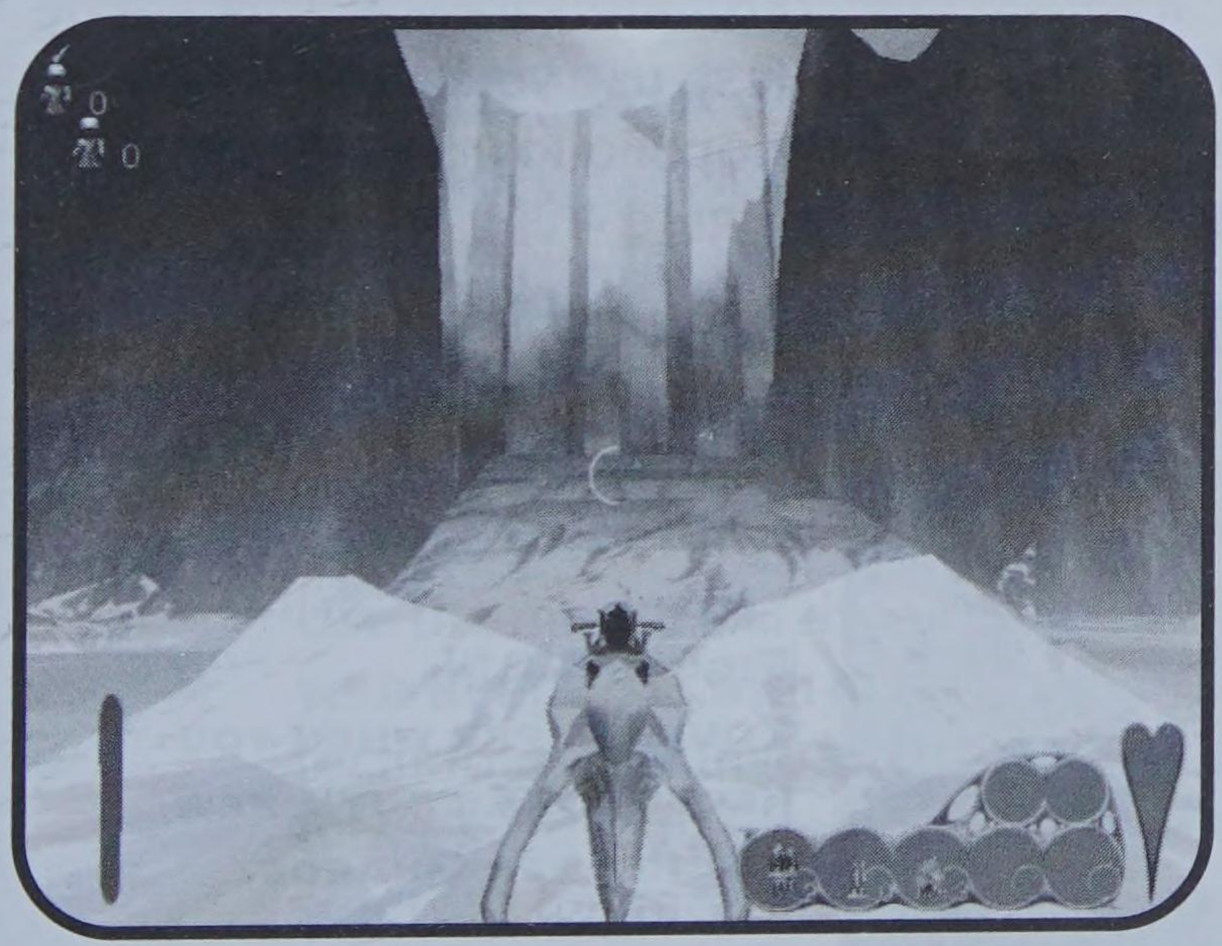


Figure 4.23:
Use a Turbo Boost just before you hit the ramp to get up and through this ice wall.

Story Three:

Now that you've successfully escaped with a Reaperski, you'll have to use it in three consecutive races that'll test your mettle at navigating the waterborne craft. These races involve five laps around set courses. Each course has a number of eccentricities, and before you can even get to the races, you must flush some Reaper Guards from a number of islands.

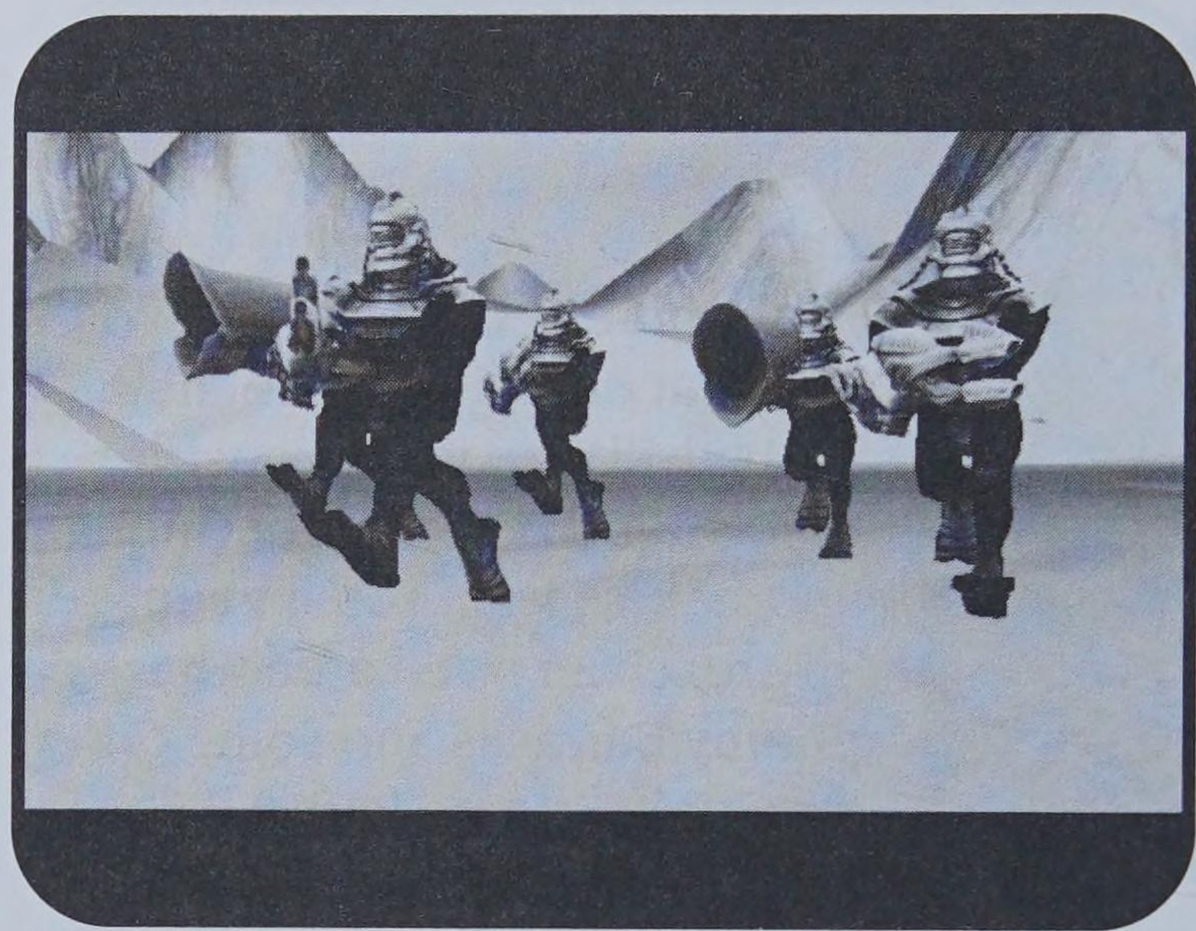


FIGURE 4.24:
GET READY FOR SOME FIGHTING BEFORE RACING THAT REAPERSKI.

PRE RACE WARMUP

After you escape the enemy hotbed with your Reaperski, Yan will instruct you to clear the islands of Reaper Guards. Fortunately for you, this will be relatively easy to do from where you begin. First, use your Lightning Bow to get rid of the Reaper Guard near the Gift Shop. Follow this up by shooting the guard in the distant Tower (see Figure 4.25).

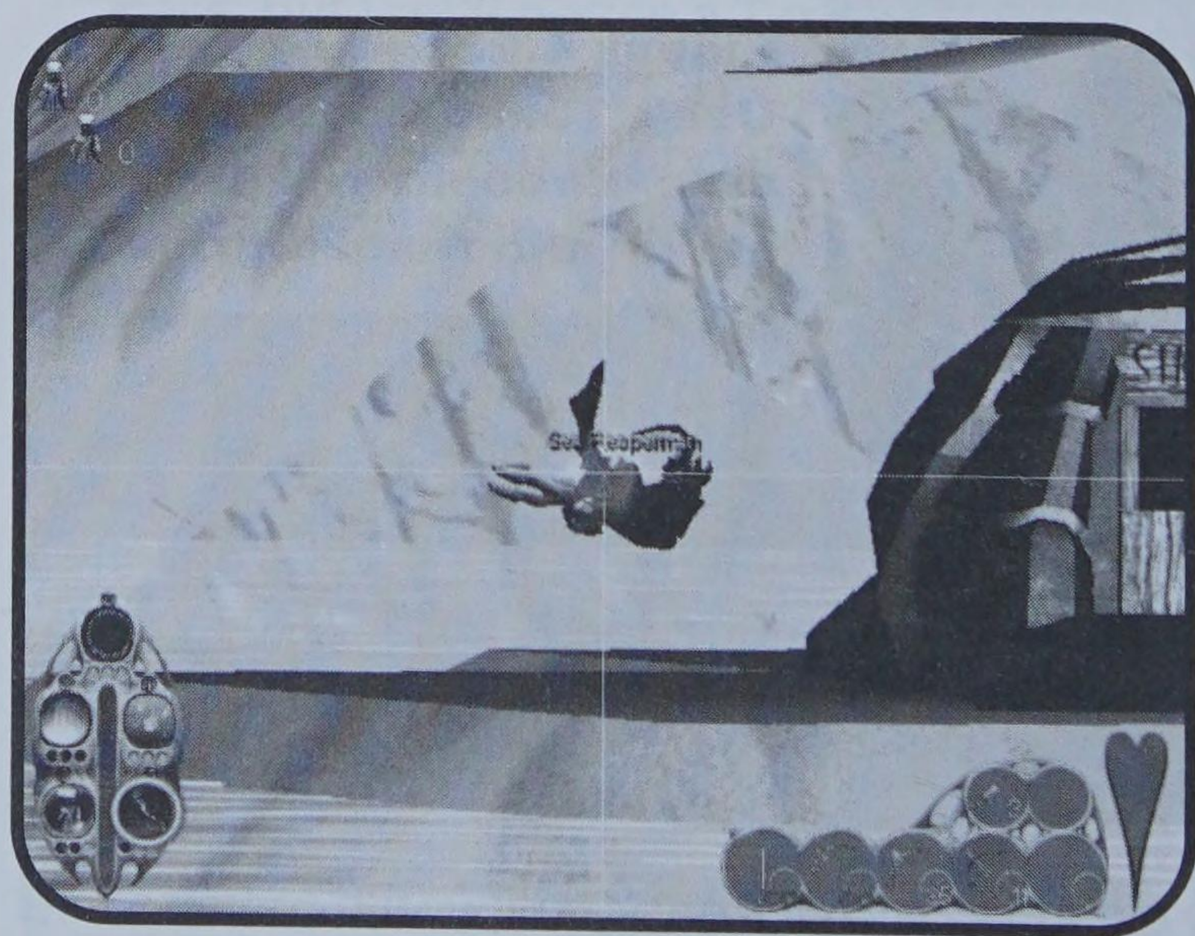


FIGURE 4.25:
YOUR SNIPER WHEN YOU NEED TO TAKE OUT A FEW KEY REAPER GUARDS.

Slaughter the rest of the Reaper Guards from afar with liberal use of your RPG Bow. Use the Zoom Mode and you should be able to eliminate most, if not all, of the enemies from a safe distance. Before you wax them

all, go to the Gift Shop and recharge your ammunition. Close things out by moving to the shore and finishing the job with your Sword (see Figure 4.26). When all of the guards have been destroyed, you'll enter a new cut scene that will take you to the exciting Reaper races!

Figure 4.26:
Mop up the last few guards with your Sword once you land on the main island.

The Races

This is the first of three races you must win in order to advance to the next story. Each is successively more challenging, involving tougher maneuvers and more opponents. Although managing the Reaperski itself is fairly straightforward, there are a few things you need to know in order to conquer these races without difficulty:

- Use the mouse *and* the keypad to steer. Although you can guide your Reaperski with either the keypad or the mouse, we favor a technique that involves using both. Use them in unison for hard turns, switching solely to the keyboard for medium turns, and solely to the mouse for gentle sweeping turns and minor adjustments. Although the controls are the same, the way the mouse responds provides a different kind of input—call it a finesse input—that will give you an edge as you move around the pylons.
- Don't forget to let up on the power button (the "W" key) to gain control in tight turns. Moving forward at full speed affects how tight a turn can be (the faster you go, the harder to turn); however, if you momentarily take your finger off the accelerator, you can make turns in dramatic fashion.

- Be wary of the other Reaperskis. If you're going through a gate close to your opponents (see Figure 4.27), there's a chance that you'll get bumped out of the gate. Remember that you can only miss three gates per race.

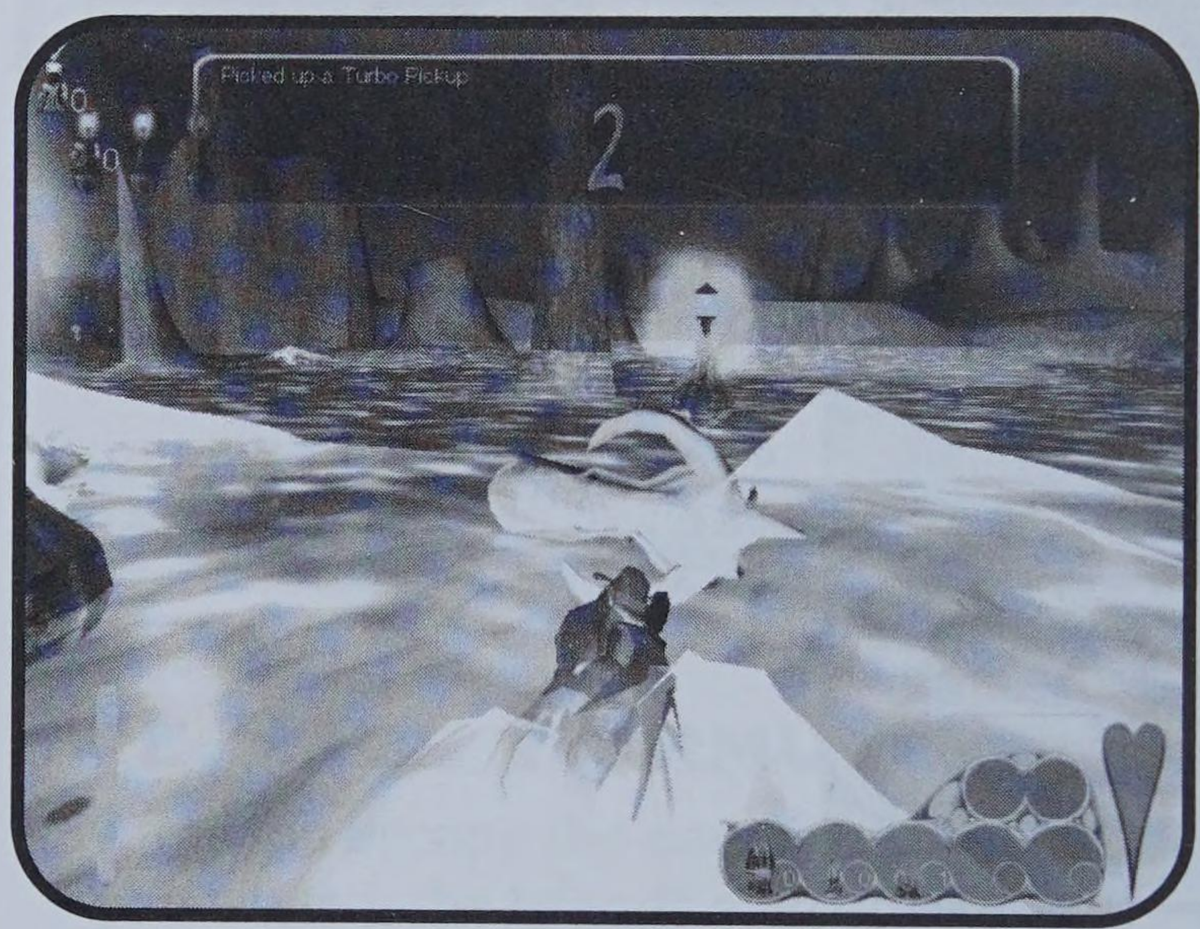


FIGURE 4.27:
YOU CAN GET JOSTLED OUTSIDE OF THE PYLONS BY OTHER RACERS, SO KEEP A SAFE DISTANCE AWAY FROM OPPONENTS.

- If you're near the end of a race and it'll benefit you to miss a pylon/gate (and if you can afford to skip one), go ahead and do it.
- Save up your Turbo Boosts and Homing Missiles for the last lap of the race. You can store up to five of each, which will give you plenty of speed and firepower to get ahead of the pack in the final part of the race.
- Don't go out of your way for ammunition, but *do* go out of your way for Turbo Boosts. Any ground lost while grabbing a Turbo Boost can be made up by using the Turbo Boost!
- Use your rear view (the "F" key) when racing. If you're wondering if an enemy is going to bump you out of a gate, press "F" to get a frontal view that'll let you see how close your enemies are (see Figure 4.28). This is also a good technique for judging the enemy's distance and when to use a Turbo Boost to pull away.
- Leave the water to cut corners. There are a couple of places where skipping over a little land (especially combined with a Turbo Boost) can put you in the lead in a tight race.

Figure 4.28:
Having a look at what's behind you can help you decide when to use your Turbo Boosts.

- Be sure that out-of-the-way power-ups don't pull you away from the course. Many are placed on the fringes, so ignore everything that you don't come across.

NOTE

When you're passing through an area where Reaper Guards or Sonaks are on the shore, a Homing Missile may lock on one of them rather than the racer you want to take out in front of you. Keep an eye on what you're locking on to.

- If you fall behind early, just keep racing the course as fast as you can to close the gap. Then, during the last two laps (all races have five laps), start using Homing Missiles, Missiles, and Turbo Boosts to make up ground.
- When using regular Missiles, remember that they don't feature any homing abilities. Because race targets are constantly moving, it's never a good idea to fire Missiles because your chances of hitting them are low. Instead, fire them only upon enemy racers that are right in front of you.

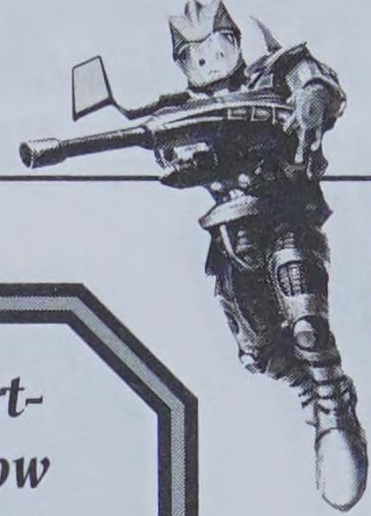
RACE RULES

The idea behind the races is, of course, to finish first. To do this, you must cross the finish line ahead of all the other racers after five laps through the course. The number of the lap you're on is displayed on top of the screen, but it's also marked by the arrows on the top of the start gate as you pass through it (as seen in Figure 4.29).

FIGURE 4.29:
AS YOU CAN SEE, THIS GATE SHOWS HOW MANY LAPS ARE REMAINING.

The race is very straightforward, but there are still a few key things (or rules) you need to know before getting your feet wet:

- *You have two chances to miss a gate. Miss for a third time and the race is over.*
- *Three types of power-up can be found on each course: Missile, Homing Missile, and Turbo Boost.*
- *Missiles are non-directional and must be aimed at the enemy manually. It's pretty tough to hit an enemy Reaperski with them, but they're effective when used at close range.*
- *Homing Missiles allow you to take out racers that are far ahead of you. To make them work, hold down the fire button (left mouse button by default) until you get a lock on the enemy target, then release it.*



- *Turbo Boosts are the key items in the races. They give you a short-acting speed assistance that can send you hurtling past your fellow racers and into the lead. Knowing where the Turbo Boost power-ups are on any course is very important.*
- *Contact with other sleds is legal. You can bounce enemies out of a gate or get bounced out yourself.*
- *Power-ups re-appear after each lap, so be sure to grab your favorites on each circuit.*
- *The next gate you must pass through has green lights on either side. When you reach it, the lights on the next gate will change from red to green.*

Race One

The first race is a straightforward affair that requires you to complete five laps while passing through the gates along the way. The course isn't complicated and won't challenge you with any wild deviations. You're going up against only three other racers, so you won't have to worry about getting bumped around too much, either.

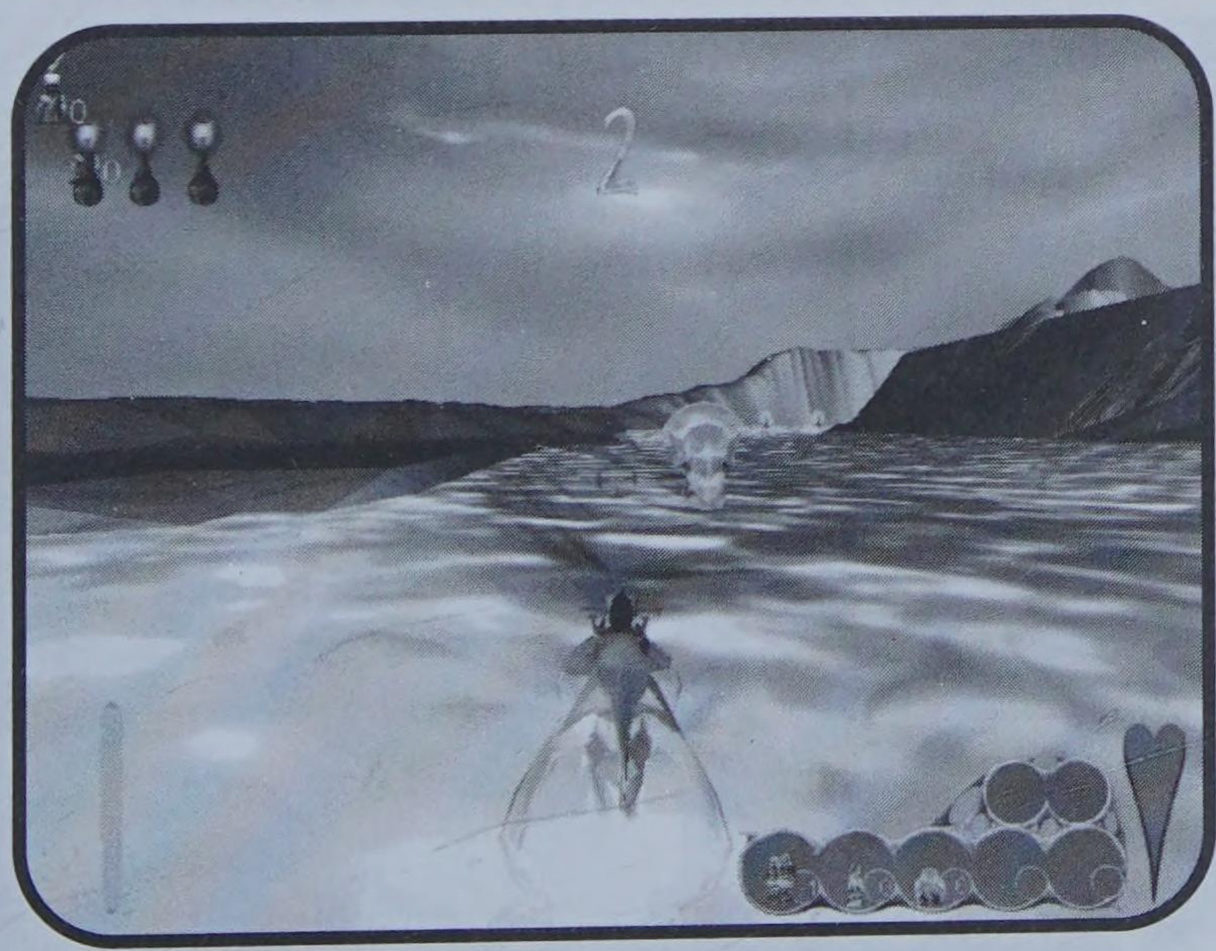


Figure 4.30:
Turbo Boosts are fairly easy to grab in this race.

As with all races, make sure that you pick up plenty of Turbo Boosts, and when you come to a fork in the road, stay to the right (this is not only the faster route, but there's an easy-to-grab Turbo Boost there).

FIGURE 4.31:
HANG A RIGHT AT THIS JUNCTION AND YOU'LL GET TO THE NEXT GATE FASTER, AS WELL AS PICK UP A TURBO BOOST.

RACE TWO

In the second race, a clay adobe landscape replaces the icy blue backdrop of the first. This time you're racing against five competitors and the course won't be quite as simple to navigate—you'll be moving your Reaperski around quite a bit more to make it from gate to gate. These gates, especially in the initial quarter of this course, will have you zigzagging back and forth while jostling for position with your fellow racers.

FIGURE 4.32:
THE INITIAL ZIGZAG SET OF GATES WILL CAUSE A LOT OF CONTACT BETWEEN RACERS.

The key to victory is to use the ample ammunition that you pick up along the way to knock your opponents off pace. Use regular Missiles to

blast any enemy racer foolish enough to remain in your forward targeting sights for very long, and Homing Missiles to remind the leaders that they haven't won the day yet.

Figure 4.33:
There are some areas on this course where you can gain or extend a lead by skipping over some land with the help of a Turbo Boost.

Race Three

This is the third and last race of this story. This time you're back in the icy realm of snowy peaks and blue water, but that's not important to your task at hand. Besides, you'll have very little time to appreciate the scenery as you zip over the frigid waves.

Figure 4.34:
The overhead view of the course for Race Three.

This race is the most challenging yet, for a couple of reasons. First, you're up against seven enemy racers, which makes the entire course considerably more congested and increases your chances of getting bounced outside a gate. Second, this is a much more complicated course. Many different forks and physical barriers can be found along the way (as you can see from the overhead map in Figure 4.34).

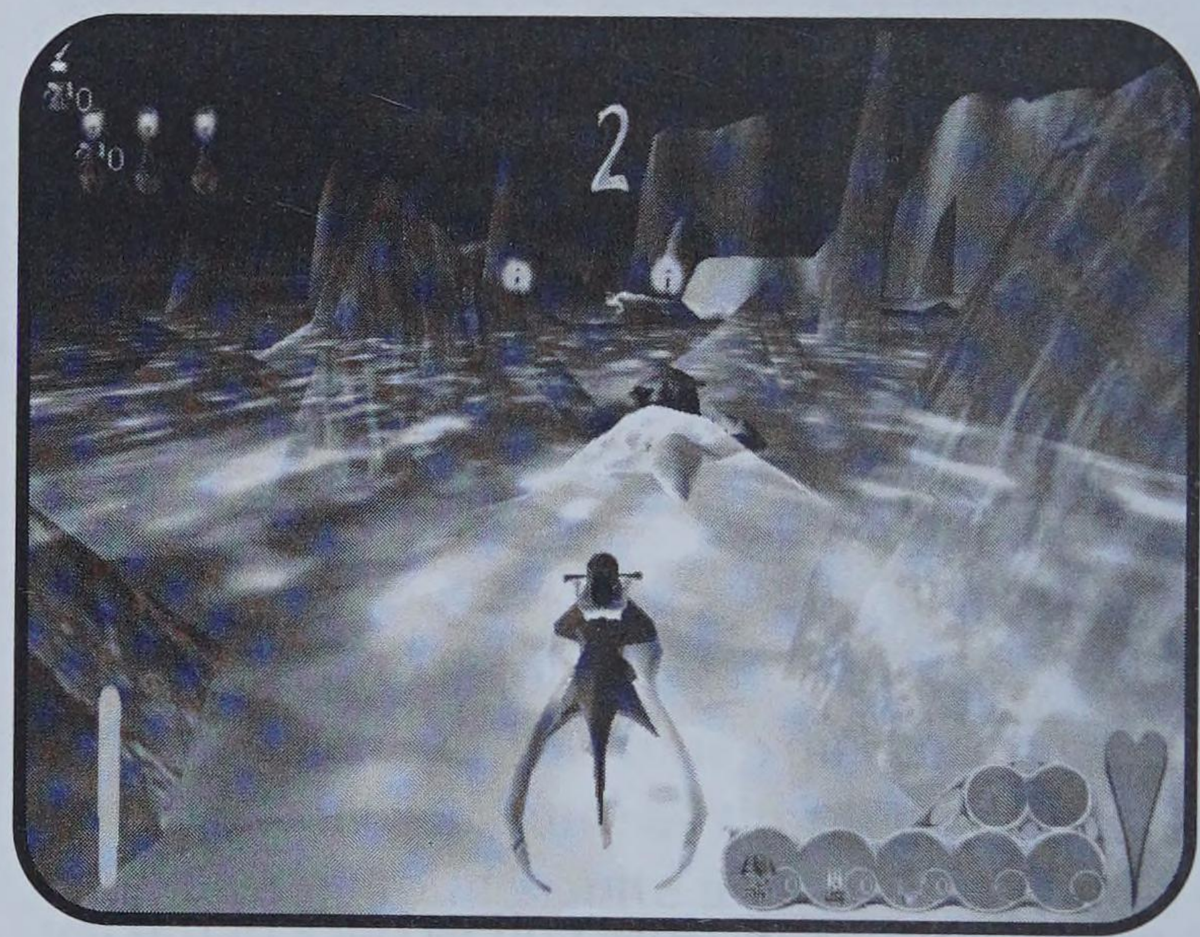


FIGURE 4.35:
THERE ARE PLENTY OF OBSTACLES TO GET AROUND IN THIS RACE; YOU HAVE TO BE VERY CAREFUL NOT TO FACE-PLANT ON THEM.

This race will likely require a couple of attempts before you can reach the finish and claim victory. The first try will be strictly to get to know where the gates are and to become familiar with the many obstacles and land bridges (see Figures 4.35 and 4.36). After you have a feel for the course, you should be able to best your foes.

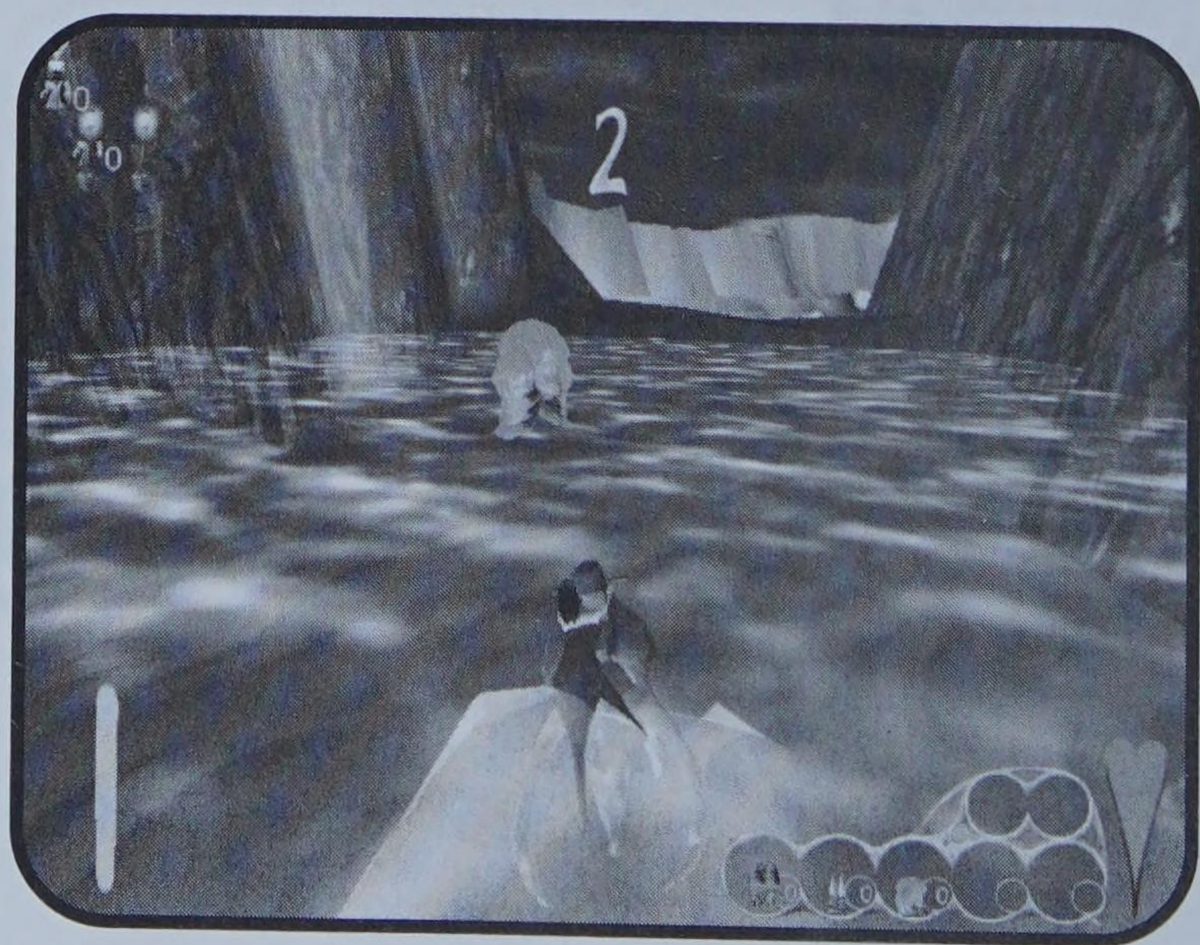


FIGURE 4.36:
YOUR REAPERSKI WILL GO OVER A LAND BRIDGE LIKE THIS WITHOUT MUCH DIFFICULTY.

Story 4: The Reaper Fleet!

Your goal now is to establish a base to the point where you can acquire another devastating Tornado spell. When you have this conjuration, you'll be able to destroy the Reaper Fleet and Barracks and advance to the final story.

Sappho's Fleet

The time has come to again build a base that will allow you to get the Tornado spell. This time it will be used to take out both Sappho's fleet and the Barracks beyond it. By hitting the "C" key, you'll see the fleet and the Barracks highlighted on the left side of the map—this is where you need to go.

Just like before, your initial goal is to grab some Smarties. To get them, move up to the ridge outside your base and walk along the top of it (to avoid the Rippers below). From this spot, you'll be able to take out the four Turrets that prevent you from using the Turbo spell in this area (see Figure 4.37). Use your RPG Bow to accomplish this (it takes five shots per Turret).

Figure 4.37:
From this ridge you can open fire on the Turrets that keep you from using the Turbo spell.

Move across the gap to the hill on the other side. Pick up one of the two Smarties here and take it back to your base. Immediately turn around and go back for the second. From here you'll likely spot the first of many

Reaper Guard patrols that will be heading for your base (see Figure 4.38). Take out as many as possible with the Sniper Bow. If you can't hit them with your bow, use your Turbo spell to hunt them down with your Sword. The great thing about massacring as many of them as possible is that every time you kill a Reaper Guard you'll get life force for your base!

FIGURE 4.38: THESE REAPER GUARDS ARE JUST THE FIRST OF MANY.

NOTE

You only need three Smarties to build your base to the point where you can acquire the Tornado spell. This is cutting it close, but if you're having trouble getting away from the enemy pressure to collect Smarties, three is the minimum magic number.

Retreat to your base with the second Smartie and have them build your Shield Generator and the first level Spell Shop. Once the Spell Shop's up and running, hop in and get yourself restocked with ammunition and grab a Health Syringe and a Power-Up Bow. You'll need these items because you'll have a new wave of enemies coming in right about now, specifically several pairs of Reaper Guard patrols.

Once you defend your base a little and it looks like you're clear from attacks for a while, look for an area where you'll be able to find Vimp meat and some more Smarties. The negative aspect of this district (see Figure 4.39) is the presence of many Large Rippers and Reaper Guards. Rely on your Power-Up Bow to do the job here.

Figure 4.39:
This area is thick with Vimp meat, Smarties, dangerous Large Rippers and Reaper Guards.

Continue developing your base, improving your structures, and boosting your shields. Basically, you must build everything you can to get to the point where you can obtain the Tornado spell. You'll eventually face a huge onslaught from the enemy (see Figure 4.40). To take care of these enemies, go to the hill on the edge of your base and ready your Power-Up Bow. Use it liberally and you should be able to do away with many of the Reaper Guards before they get to your shields. Once they get close, kill them with your Sword so that you can take their life forces (it'll save you the trouble of going after Vimps).

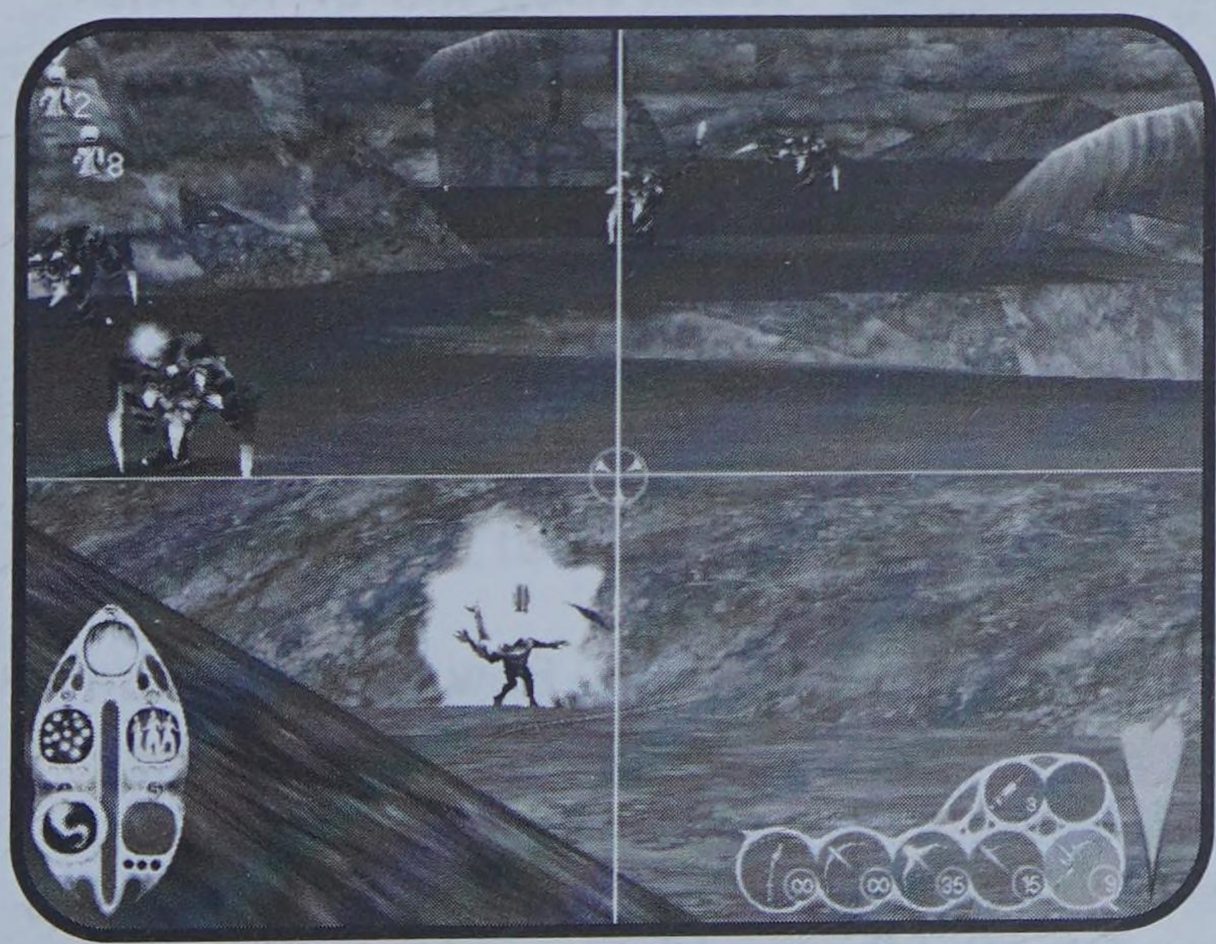


Figure 4.40:
You'll have to weather one massive attack, so get ready to rumble with your Power-Up Bow when it comes.

NOTE

Reaper Guards will also fly in formation with Jetpacks over your base. Generally, you don't have to worry about these foes too much, but having them buzz your buildings can be distracting. If you want to knock them out of the sky, use the Power-Up Bow in Zoom Mode.

As soon as you get all your shields up to Level 2 (as well as the Shield Generator and the Spell Shop), you'll be able to build a Party House. After it's finished, you'll be allowed to get the Tornado spell. Load up on Health Syringes, Mines, spells, and ammunition and get ready to head towards the Reaper fleet. Use the Turbo spell to get across to the island beside your base. Use it as a jumping pad to swim to the area with two towers (you already took out the two Turrets here). From this point, you can use Turbo to get on top of the mountains around the fleet (see Figure 4.41).

FIGURE 4.41: WORK YOUR WAY UP TO THIS RIDGE USING THE TURBO SPELL. ONCE THERE, YOU'LL HAVE A GREAT VIEW OF THE REAPER FLEET AND BARRACKS.

Perch yourself on the mountain and get your RPG Bow readied. Gun down any Reapers you spot. If no enemies present themselves, move down to the Barracks. After reaching the front of the structure, you can use the Tornado Spell to demolish it (see Figure 4.42). Now move to the ships in the Reaper fleet and sink each one of them with Tornado spells. You

need four Tornado spells to complete this mission, meaning that you'll have to go back to your base once to restock incantations.

Figure 4.42:
Ah yes, the Tornado spell, your friend in destruction.

Story 5: Queen Sappho

This is the end of the Sea Reaper line (so to speak). You must win yet another challenging (very challenging, actually) Reaperski race, build up another base of your own, and then lay waste to Queen Sappho's Reaper Guard Barracks with a Tornado spell.

The Great Reaperski Race

The last Reaperski race that you'll be involved in is by far the most difficult race of the four that you must complete in the game. This time you're up against five opponents, all of whom are very skilled and speedy. You'll find it difficult to stay ahead of them like you've been able to do in past races.

Keep at least three Turbo Boost power-ups for the second half of the last lap. It's also a good idea to sock away a few Missiles and Homing Missiles if you can spare them. Enemy racers are often in front of you in the home stretch, and a Homing Missile can be just the ticket to slow them down. The following screenshots will point out the key areas of the race:

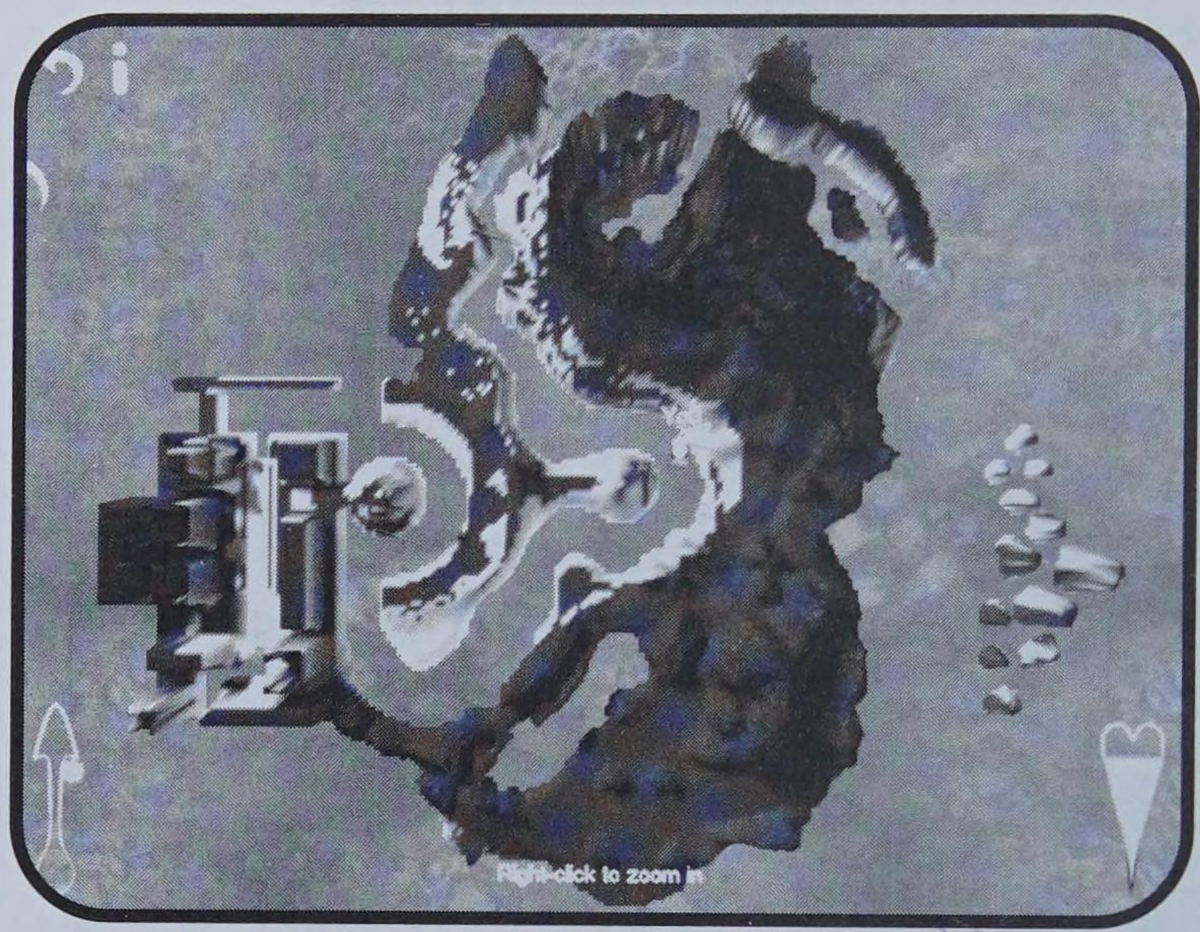


FIGURE 4.43:
AS YOU CAN SEE FROM THE MAP OF THIS COURSE, IT'S NOT QUITE THE SAME AS THE OTHERS YOU'VE RACED THROUGH.

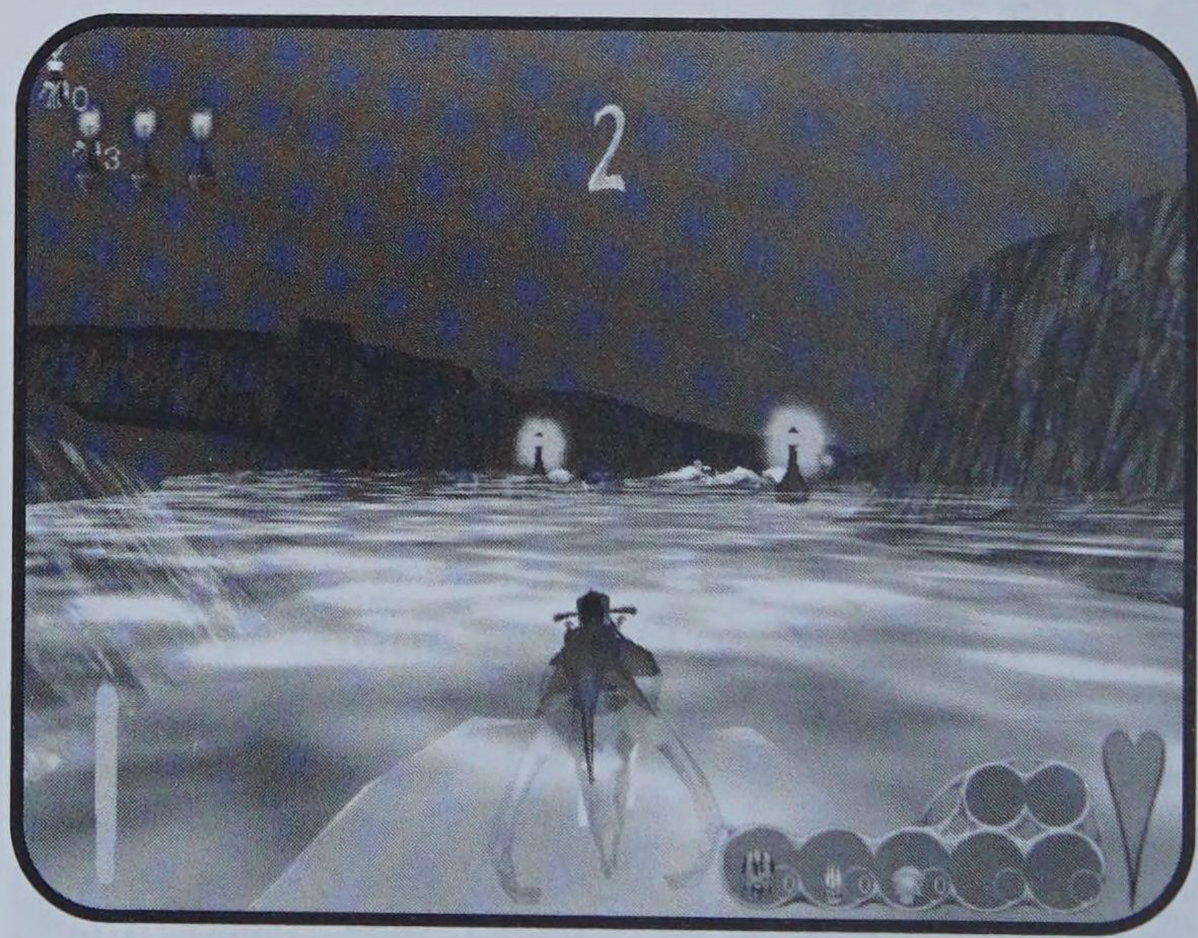


FIGURE 4.44:
THE INITIAL PORTION OF THIS COURSE INVOLVES SEVERAL CLOSELY SPACED GATES. WATCH OUT FOR JOSTLING THROUGH THESE.

NOTE

When you first break into the open area, you'll be faced with a choice to go to the left or right of a large rock. Go right because the available path on the left is very narrow and will often slow you down if you hit the "edge" of the course. A Turbo power-up on the right will more than make up for the slight detour.

Figure 4.45:
Get into this open area and use your Turbo Boosts to pull away.

Figure 4.46:
Inside the narrow canals you'll find a Turbo Boost and some Missiles. Beware of using Homing Missiles here because they'll auto-target the Reaper Guards along the shore.

Sappho's Palace

You must now destroy another of Sappho's Reaper Guard Barracks, which in this case is no small feat. You'll again need the Tornado spell to bring it down, and you'll find that it's tricky building up your base to the point where you can get the Party House needed to obtain this powerful bit of magic.

NOTE

This mission takes a long time to complete. Don't be fooled by this relatively brief walkthrough into thinking that the mission can be completed in 15 minutes. It will take you at least an hour of base-building and fighting off attacks before you'll be ready to use your Tornado spell.

The Smarties are all being held in Queen Sappho's palace, which is to your left as you start this mission. The palace isn't heavily guarded, so getting in and out with Smarties isn't your main concern. Instead, your main focus should be on getting the Smarties ferried over to your base before reams of Reaper Guards and Rippers turn everything to rubble! Begin by immediately heading up the hill on your left toward the palace. Use your Turbo spell to take the most direct route to the building (see Figure 4.47), and get up on top of the large square Turret.

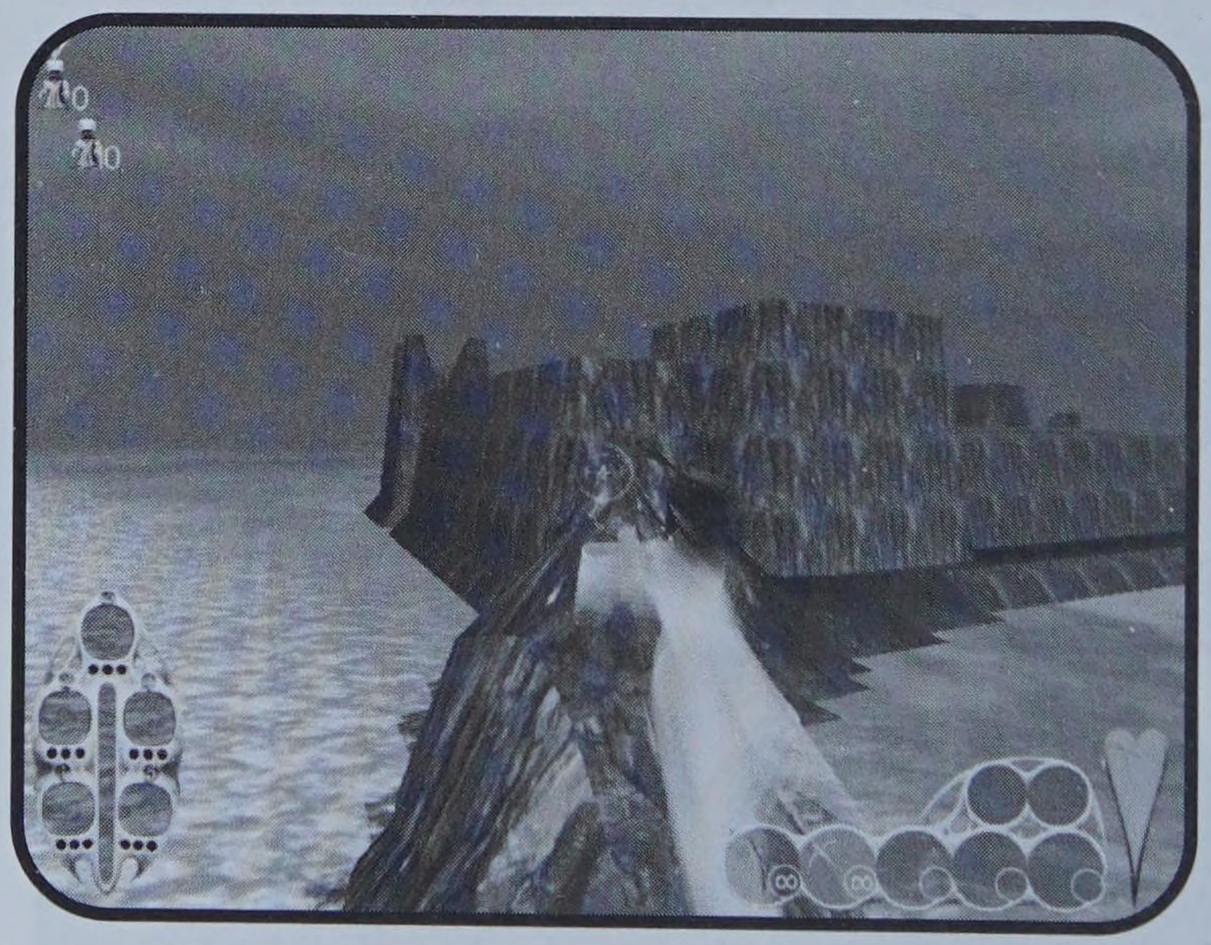


FIGURE 4.47:
USE THE TURBO SPELL TO QUICKLY GET ON TOP OF THE PALACE WALLS.

After climbing onto the walls, you'll notice a cage-like area below where Smarties are being kept. You can safely jump down through the holes in this pen and grab yourself a Smartie (see Figure 4.48). Then use your Turbo spell to get back to the top of the walls. Once outside, simply retrace your steps back to the base as fast as possible and drop off the first Smartie. Quickly go back and get the second one. Don't waste any time, as you'll have to fend off an attack in short order.

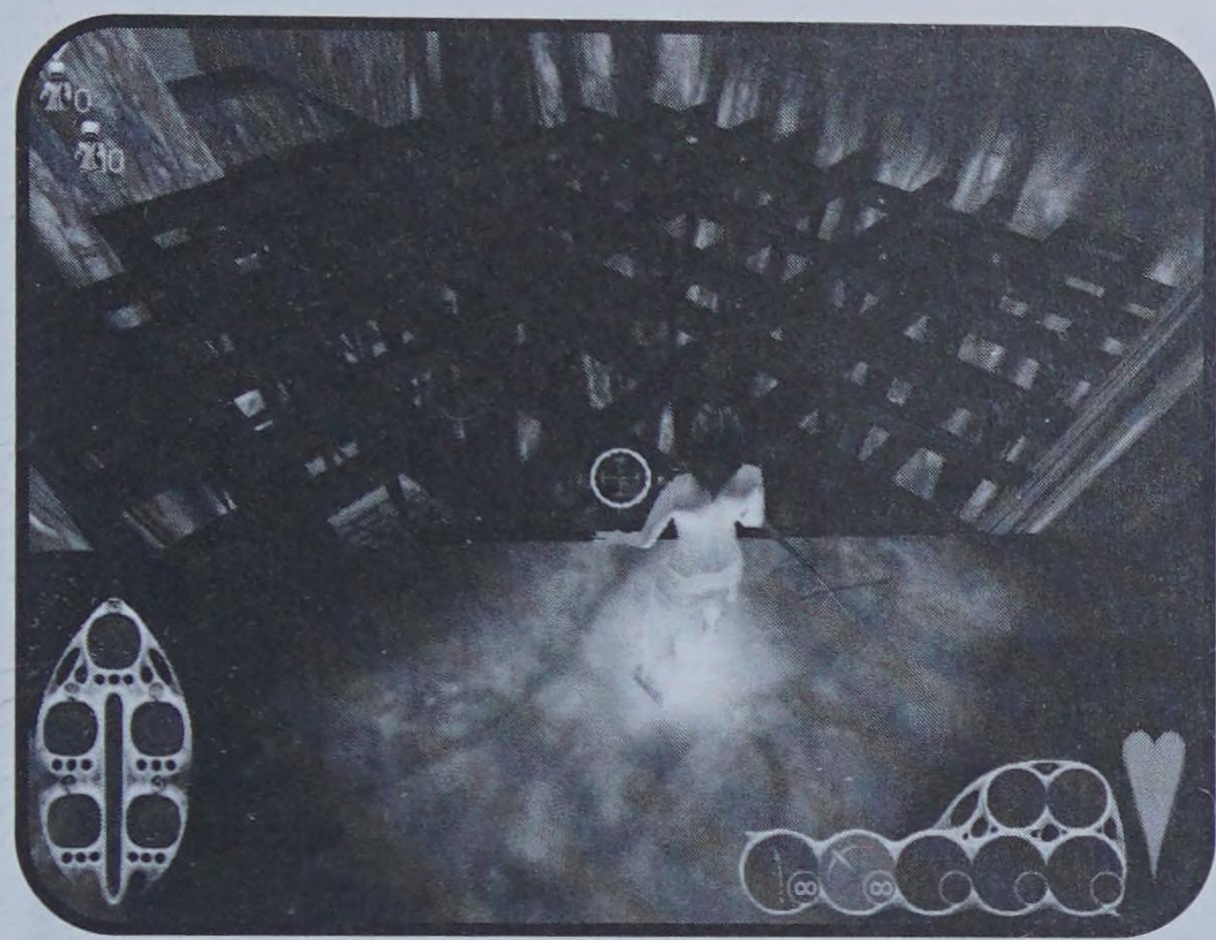


Figure 4.48:
Smarties have been locked away in these cages, but they're relatively easy to get to.

Now that you have a pair of Smarties in your base, get them working on building a Shield Generator and a Spell Shop. The sooner they can do this, the better. While they're working, venture out a short distance and kill a few Vimps for food. Don't go very far. When the Spell Shop is up and running, get yourself a Power-Up Bow and a Sniper Bow and get ready for some action. Again, while you're waiting, have the Smarties develop the base. Put up Level 2 structures and Force Fields around the perimeter. You'll soon have small Reaper Guard patrols at your door. Take them out with your Bows (see Figure 4.49) or Sword.

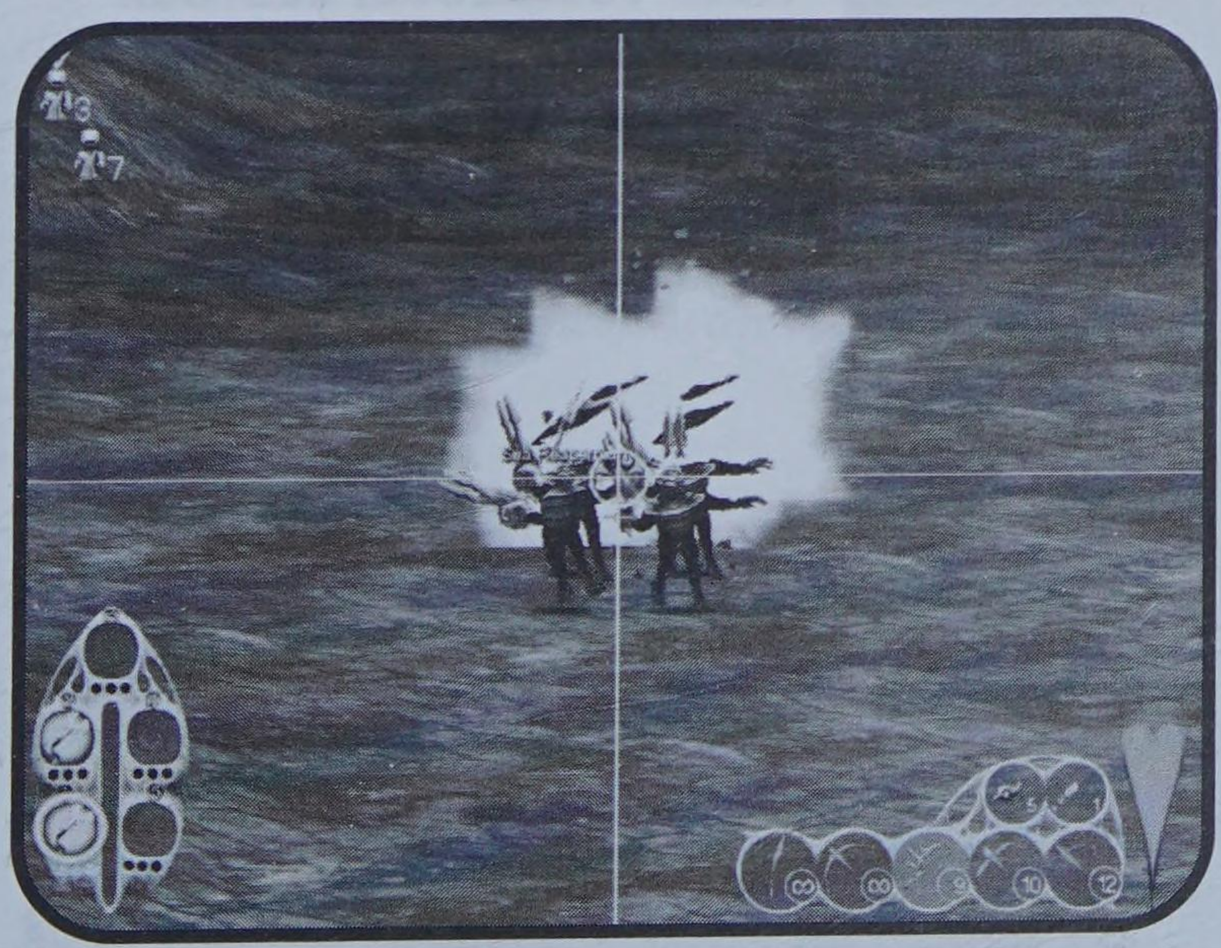


Figure 4.49:
Tackling the first waves of Reaper Guards won't be too onerous, but you'll still have to take them seriously.

TIP

Although you can chase Vimps for food, all the energy you need can be acquired by simply being near the Reaper Guards when they die. Even if you kill them from afar with a bow, you can Turbo down to their location and suck up their life forces. This frees you from the task of hunting Vimps.

Continue to improve your base until you have Level 2 Force Fields on all sides. During this time, you'll fend off several rather nasty attacks, and you'll no doubt have to use one of the Repair spells (which are sitting inside your base waiting for you to pick them up) to fix up your Force Fields. When large groups of Reaper Guards come at you, use your Power-Up Bow to reduce them to headless torsos in a hurry (see Figure 4.50). After your base is fortified from attack, and after you've cleared any waves of attacks that you can see, use your Turbo spell to move back to the palace as fast as possible and grab another Smartie (you'll need three to gain the Tornado spell).

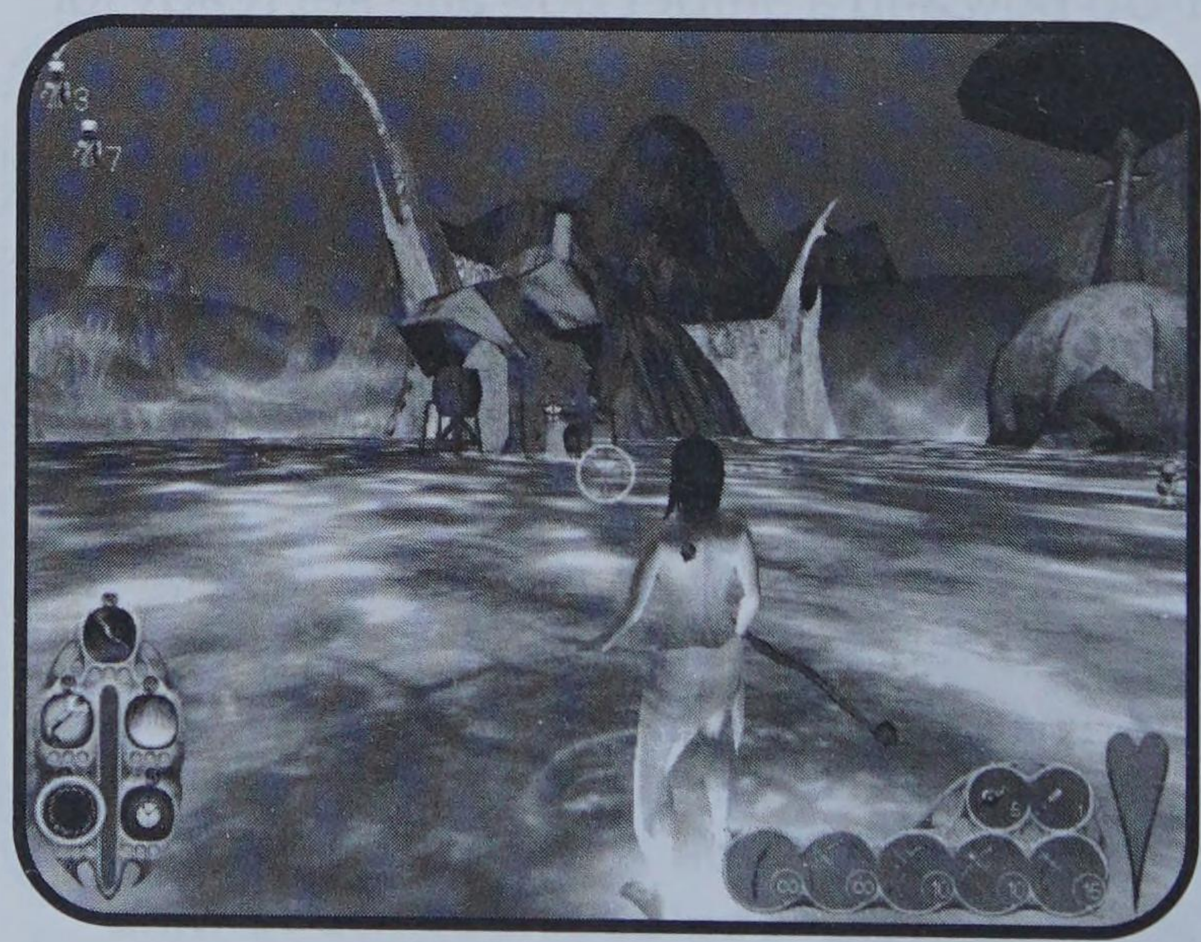


FIGURE 4.50:
KEEP YOUR COOL, RESTOCK YOUR AMMUNITION OFTEN, AND USE YOUR POWER-UP BOW TO TAKE OUT LARGE GROUPS OF REAPER GUARDS FROM AFAR.

Once you have the third Smartie in your base, you can build the Command Center and then the Party House. Of course, once you have the Party House, you can get yourself a brand spanking new Tornado spell and go kick some Reaper Guard butt! Once you have the spell, head straight up the hill for the Barracks, using your Turbo Spell to go past any onrushing guards. Then use the Tornado on the Barracks and watch it

disintegrate (see Figure 4.51). Once the Barracks has been destroyed, a new path will open before you, leading into the next mission.

Figure 4.51:
The Tornado spell will end this mission and begin another.

The Hunt for Sappho

Now you're getting close! Move through the archway with the red orb and down the canyon toward the volcanic swirling updraft (see Figure 4.52). Move through the swirling red wall (it won't hurt you) and onto the ledge beyond. In front of you lies a large crater with many ledges below. You need only use your Turbo spell to head down to one of the lower levels of this crater to spark the next cut scene, where you'll meet up with your mother, Queen Sappho. This is also the end of this mission.

Figure 4.52:
Move through the red swirling transparent wall and into the crater.

VOLCANO RENDEZVOUS

After a brief exchange with your mother (and a long exchange trying to convince Yan not to kill himself), you'll face off against Queen Sappho herself. You must defeat her in order to end both this mission and story. Here are a few tips on fighting the old bat:

- Hit Queen Sappho as soon as the mission begins with your Sword. A couple of quick swipes early will go a long way later on.
- Sappho uses all the Raik tricks, like teleporting, setting you on fire (see Figure 4.53), and flying around. Be prepared for this and be sure to dodge her whenever possible.

FIGURE 4.53: QUEEN SAPPHO WILL USE THE SUMMON FIREWALL SPELL ON YOU. TALK ABOUT A HOT FOOT!

- You won't be able to use any homing weapons (including the Power-Up Bow), so stick to the Sniper Bow and Sword only.
- Sappho will fly a pattern. Observe her movements and once you've figured out how she is moving, sit in one spot and then wait for her to come to you. When she does, slash her with your Sword.
- Another tactic is to literally chase Sappho around using your Turbo spell. You can actually use her as a target and Turbo to her location, slicing at her as you fly by.
- Be patient. This battle takes time, but you'll get your chance to kill Sappho eventually. If she uses a Teleport spell, keep your wits about you and wait for her to show up again.

When Queen Sappho is dead, the mission will end and you'll be treated to a lengthy cutscene (see Figure 4.54). This transitions you nicely into the next story...KABUTO.

Figure 4.54:
Defeat Queen Sappho and you're ready to face Kabuto.

CHAPTER 5

Citizen Kabuto

This chapter takes a closer looks at the big daddy of **Giants: Citizen Kabuto: Citizen Kabuto himself. It will detail the ins and outs of handling Kabuto's unique abilities and skills. After all, there's more than one way to squish an enemy!**

Meet Kabuto

Kabuto is quite literally one of a kind (see Figure 5.1). Fabricated by the Sea Reapers, he went from being their protector to being the bane of their existence, ultimately chasing his creators into the oceans. As the manual says, "you only know two things for sure: you are *very* big, and you're mad as hell."

Figure 5.1: Kabuto's one big, mean guy.

Kabuto's only weak spot is an area on his tummy where a few carefully placed shots can take him out quickly. Otherwise, Kabuto is one tough cookie who can soak up a lot of damage before falling to the ground. He is also capable of creating smaller versions of himself called Offspring. To get the ability to lay an egg and create an Offspring, Kabuto has to eat Smarties. Once these "children" are up and running, you can give them simple commands like Attack and Return. One of the best things about Offspring is that they can grow to be fairly large if they eat enough Vimp meat.

Kabuto's Attacks

There's nothing fancy about Kabuto. To work out his frustrations, he simply uses the tools that his makers gave him: his feet, his arms, and whatever else he can find on his body. Not only is Kabuto amply endowed in the raw physical power department, he's also got a few adrenaline-induced attacks that'll turn everything from enemies to sturdy structures into dust!

NOTE

The key to ramping up Kabuto's attacks is to hold down the Adrenaline button (by default the left Shift key). This will give you a range of killer attacks that you won't otherwise have access to. There are three levels of Adrenaline in the game, and each gives you a different attack. This makes the combination of Adrenaline and attacks very interesting and versatile.

Punch

This is your basic haymaker. The Punch attack sends one of Kabuto's paws swiping at the enemy. The result will either be a smashed structure or a pounded foe. Because Kabuto is so powerful, this attack is excellent and will do just fine in many situations, even without help from your Adrenaline. Unless it's absolutely necessary, a Punch will do just fine in many situations all on its own. So unless it's absolutely necessary, save that Adrenaline for when you really want to rock the boat!

Toss

If you just don't feel like exerting the energy to actually crush or eat your enemies, you can always just get rid of them by picking them up and throwing them away! When you pick an enemy up, you can either eat it, spike it on your horns, or toss it (right mouse button). It can be beneficial to toss a Ripper or Reaper Guard at other enemies in order to do some damage, but it's generally much more fun to hurl them out over the ocean!

Foot Stomp

The Foot Stomp is activated by the same button as the Punch attack (the default is the left mouse button). A kick occurs when Kabuto is on top of an enemy or a structure. When you press the attack key in this position, you'll get a kick or a stomp out of Kabuto (see Figure 5.2), which will most certainly squish or crunch anything it strikes.

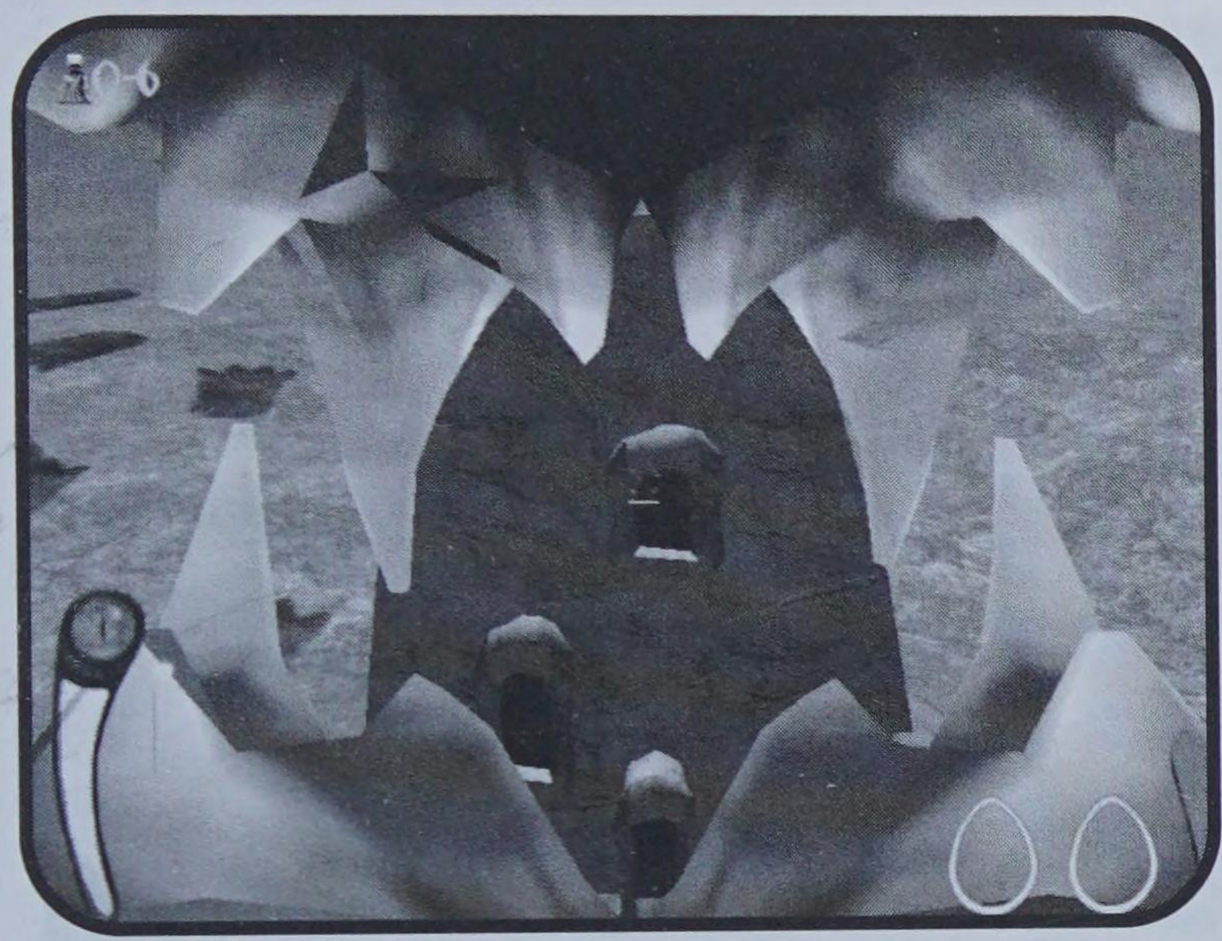


Figure 5.2:
If you're over an enemy or a structure when you attack, you'll get to perform a kick or stomp instead of an arm swing.

NOTE

To get the Adrenaline Punch to work, hold down the left Shift key until the Adrenaline bar turns green, then hit the left mouse button to launch the attack.

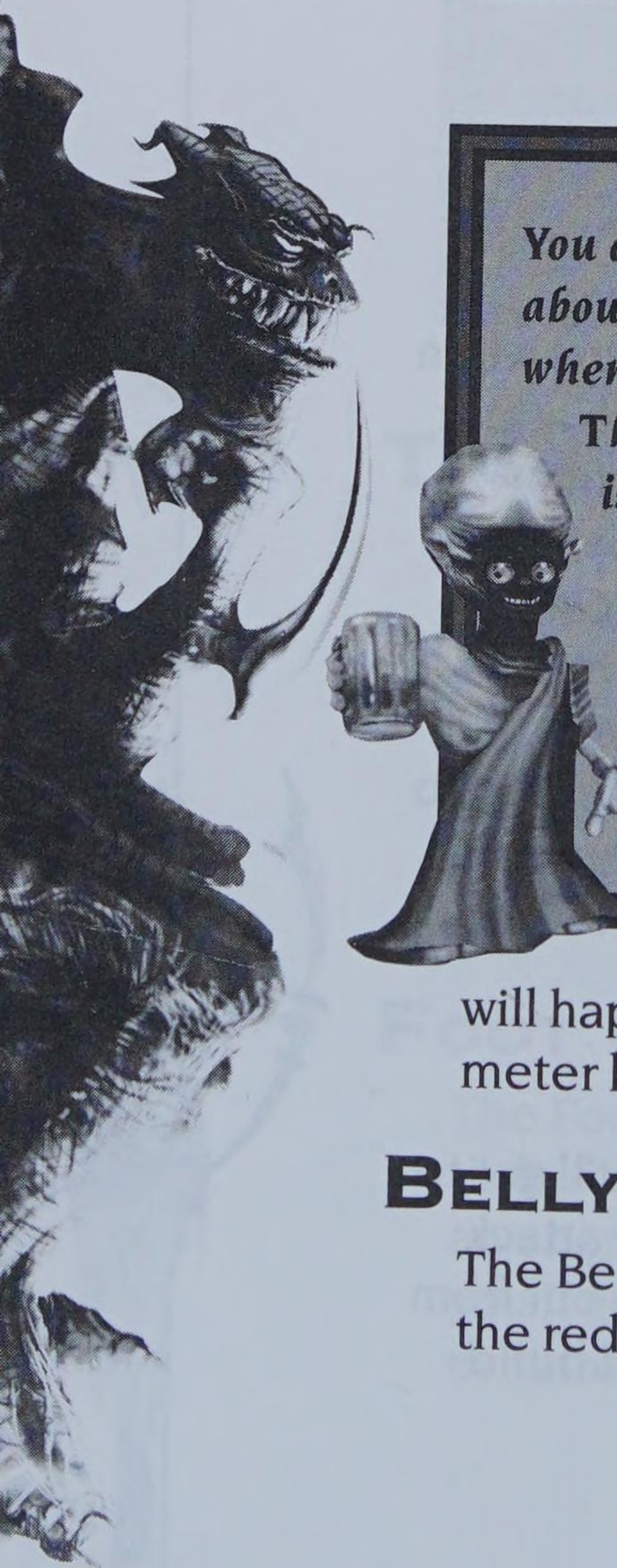
Adrenaline Punch

This special attack occurs when you use Kabuto's Punch attack with Adrenaline in the first stage (green). It packs enough behind it to destroy most enemies and crumble many buildings. Because this first-level Adrenaline Punch can be activated fairly quickly (you don't need to wait long for the Adrenaline bar to turn green), you won't have to worry about enemies jumping out of the way as you get your Adrenaline charged up.

Two-Handed Slam

When you take the Adrenaline bar to the next level (yellow), you'll get to perform the Two-Handed Slam (see Figure 5.3). This mallet-like attack crushes anything it hits and even causes a shockwave to rumble out from the epicenter. The Two-Handed Slam is a great way to turn small buildings into rubble.

FIGURE 5.3:
THE TWO-HANDED SLAM WILL TAKE OUT ENEMIES NEAR AND FAR.



TIP

You don't necessarily have a choice about which attack is going to happen when you charge up your Adrenaline. This depends on where the target is in relation to where Kabuto is. For example, if you charge your Adrenaline up to full and attack an enemy that's more than a few yards away, you'll do a Belly Flop on them.

ELBOW DROP

A powerful weapon against both enemies and buildings, the Elbow Drop does a large amount of damage. It's often best used against structures that you want to demolish. Sure, it may look like a wrestling move best saved for late-night television, but when you're trying to reduce an enemy's base to rubble, this is a great technique. This attack will happen when Kabuto is standing above an enemy and the Adrenaline meter has turned red.

BELLY FLOP

The Belly Flop can only happen after the Adrenaline meter has reached the red level. When this takes place, Kabuto literally spreads out and

belly flops (see Figure 5.4) onto his target. This crushes anything beneath him and sends out a massive shockwave that ripples the ground around him, which will in turn damage any nearby enemies.

Figure 5.4:
Hit a running enemy with a Belly Flop from a short distance.

TIP

The Belly Flop is best used to track down enemies who are trying to fire on you with ranged weapons from a distance (usually those pesky Meccs in multiplayer games). When you come across an enemy trying to hit you from afar, charge up your Adrenaline to the max and then flop away!

Butt Flop

This is a third-stage Adrenaline (red) foot attack that has Kabuto jump high into the air, then slam down on his buttocks, destroying anything underneath him. The Butt Flop can be effective from either a standing or running position, and it will single-handedly take out structures when used properly. There's something about the pressure of a giant's derrière on an enemy or building that makes it just want to crumble (see Figure 5.5).

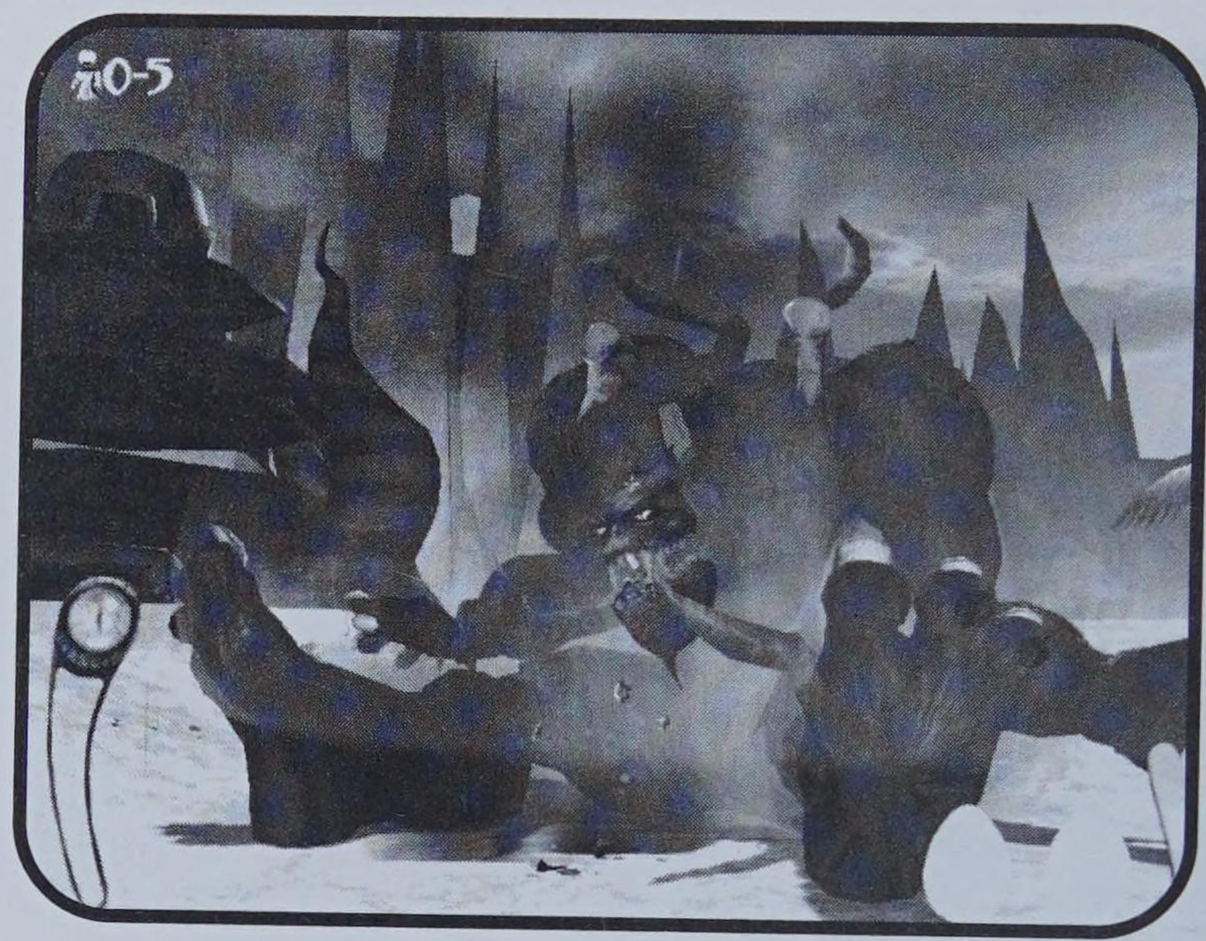


FIGURE 5.5:
THE BUTT FLOP WILL DESTROY BUILDINGS, ENEMIES, AND WHATEVER ELSE YOU CAN THINK OF.

CANNONBALL

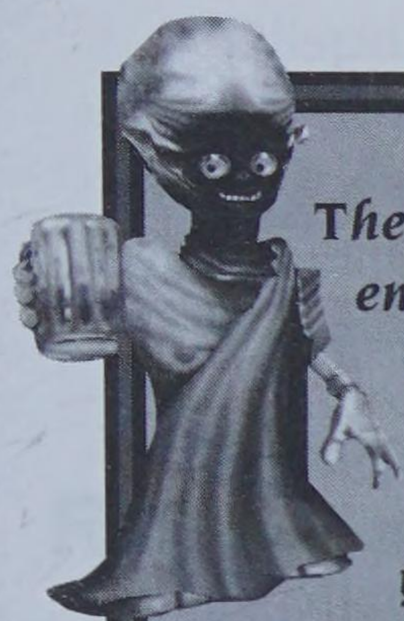
Remember jumping off a diving board as a kid, tucking your knees to your chin in the classic "cannonball" position that caused water to be splashed on anyone near the pool? Well, this is the same thing, only Kabuto performs this maneuver on the ground, so no one needs to worry about water splash.

RUNNING KICK

If you're a soccer fan, then this is for you. When you're running, you can literally punt your enemies by pressing attack (left mouse button by default) as you approach them. The difficult part of performing this maneuver is keeping the crosshair on the targets as you run onto them.

RUNNING GRAB

This is like a Running Kick, except you hit the right mouse button (default) to initiate the "scoop" as you run by what you want to pick up. This tactic works equally well for enemies, Vimps, or even Smarties. One great way to use this ability is to run through an area where Smarties are being snapped up by enemies and grab as many foes as possible.



TIP

The Running Grab works well when you're in a hot zone where enemies are pounding you and you don't want to risk taking critical hits. You can run through an area and pick up enemies or Vimps to get food to heal your wounded body. You'll usually be moving so fast that it'll be tough for the opponents to hit you, especially in large multiplayer games where there's plenty of other action.

Magnifying Glass

The Magnifying Glass attack takes everyone back to their schooldays when they used a lens to cook some poor, defenseless insect (see Figure 5.6). This weapon allows Kabuto to perform the same nasty trick on bigger targets. It is Kabuto's only long-range weapon, but it works very well and can be used to both destroy and annoy enemies from a distance.

Figure 5.6: Frying the opposition from afar with the Magnifying Glass.

NOTE

Kabuto's only legitimate long-range weapon isn't particularly powerful. The Magnifying Glass can cause plenty of irritation for any enemy that falls within its beam. It's best used in multiplayer games to finish off an enemy otherwise occupied.

SPECIAL ABILITIES

Kabuto's got some pretty buff attacks, but he's not a one-dimensional artificially produced flesh-eating giant. Indeed, Kabuto is capable of a few more tricks that make his usefulness even greater, whether you're in multiplayer mode or tackling the single-player missions. Kabuto can create miniature versions of himself, and he can also roar in highly ferocious ways to help spread the joy that giants are so famous for.

OFFSPRING

As mentioned earlier, Kabuto can create smaller creatures called Offspring to do his bidding. These beasts can only be born after Kabuto has eaten a Smartie. Once a Smartie has been consumed, Kabuto can lay an egg that will ultimatel hatch into an Offspring. The more Smarties Kabuto eats, the more Offspring he'll have around to do his bidding (see Figure 5.7).

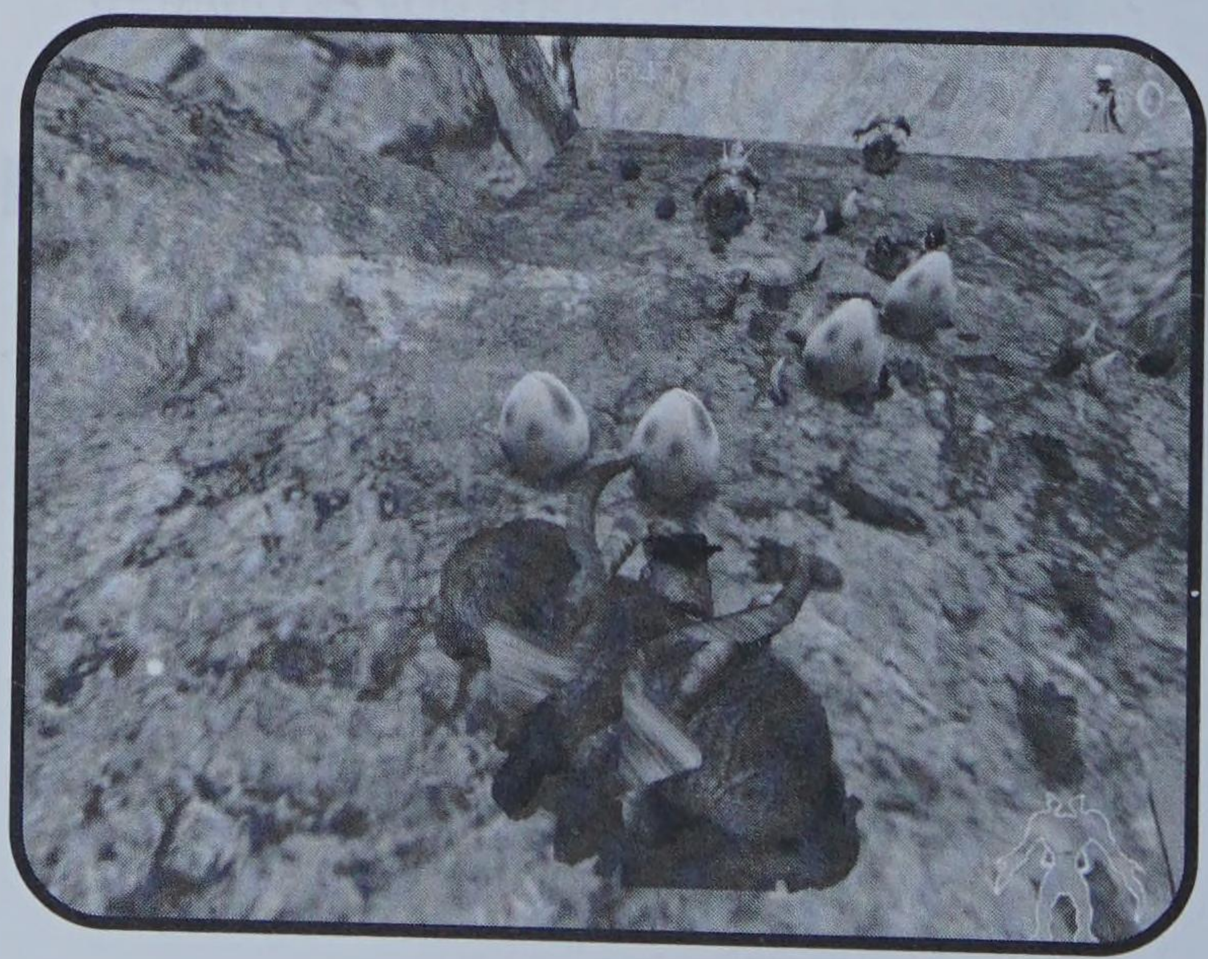


FIGURE 5.7:
OFFSPRING WILL IMPROVE YOUR CHANCES OF WINNING IN BOTH MULTIPLAYER MODE AND IN THE SOLO MISSIONS.

Offspring start out tiny, but will grow to be half as large as Kabuto if fed plenty of Vimp meat. Having such sizable allies can be very handy in a heavy-duty battle. Cultivating Offspring is a very important part of the game, especially in multiplayer contests, because they can do your bidding and occupy the enemy (defending or attacking) while you move on to more interesting things (like crushing an opponent's base).

Roars and Howls

Kabuto has a series of roars and howls that can terrify opponents! These vicious screams show every tooth in Kabuto's head. Certainly, when this big monster howls, people listen (see Figure 5.8).

Figure 5.8:
Roaring isn't a particularly functional part of the game, but it sure looks and sounds good.

The Weak Spot

Kabuto is one mean dude, but he's not totally invulnerable. In fact, whoever created Kabuto was smart enough to give the beast a weak spot (see Figure 5.9) that can put him down with one shot. The catch? This weak spot is on Kabuto's abdomen and is covered by a shield nearly all of the time. However, if an enemy gets close enough to Kabuto, the shield will open up and provide quick foes with the opportunity to take him out.

Obviously, this is a major concern if you're in Kabuto's shoes. Be careful to rotate him so that the enemy can't get a fix on the weak spot in a heavy-duty skirmish, then do a Butt Flop or Belly Flop to wipe out any nearby opponents. Kabuto must always keep his distance from snipers.

Meccaryn players in multiplayer games will usually try to get one Mecc in close to Kabuto and open the shield while one or two others aim for the exposed weak spot with Sniper Gun.

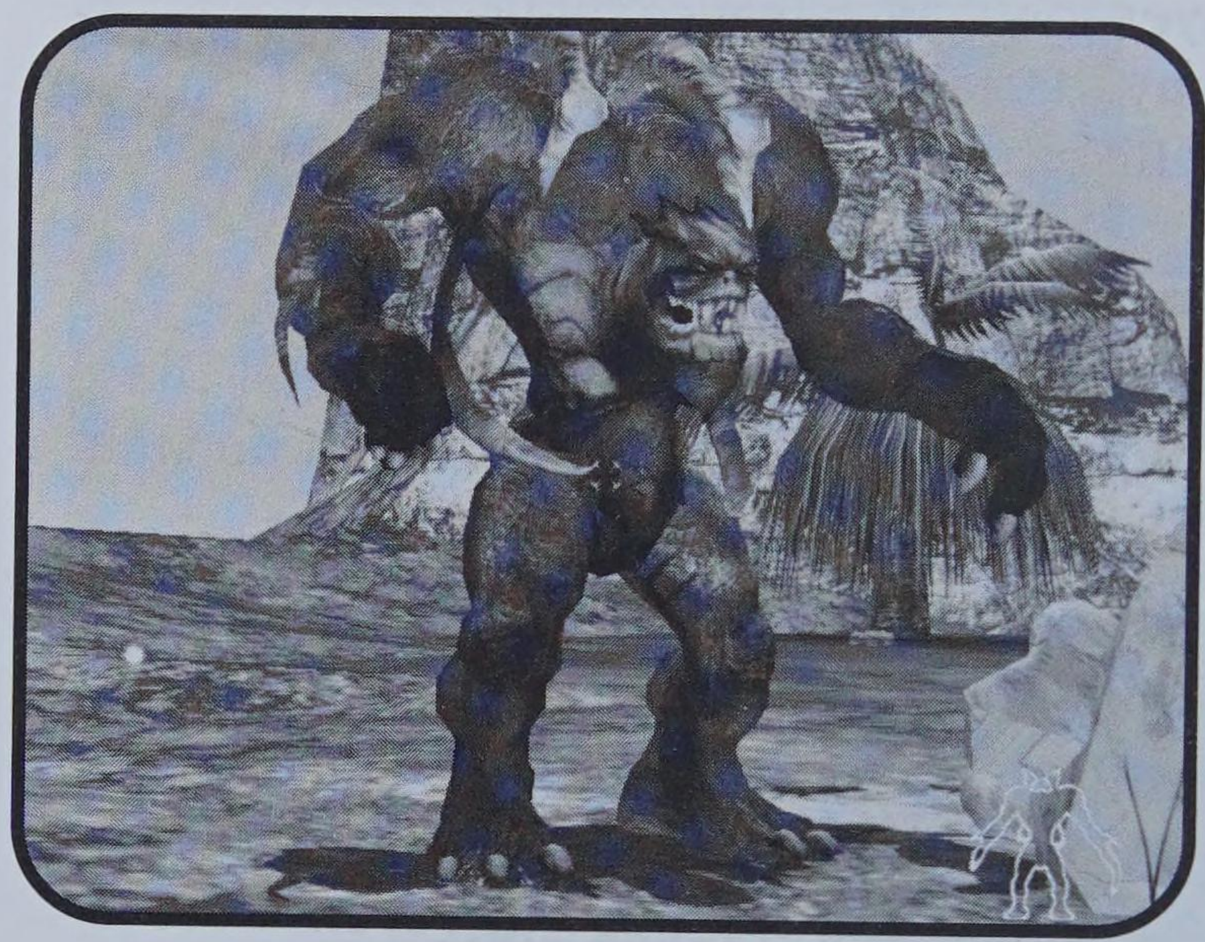
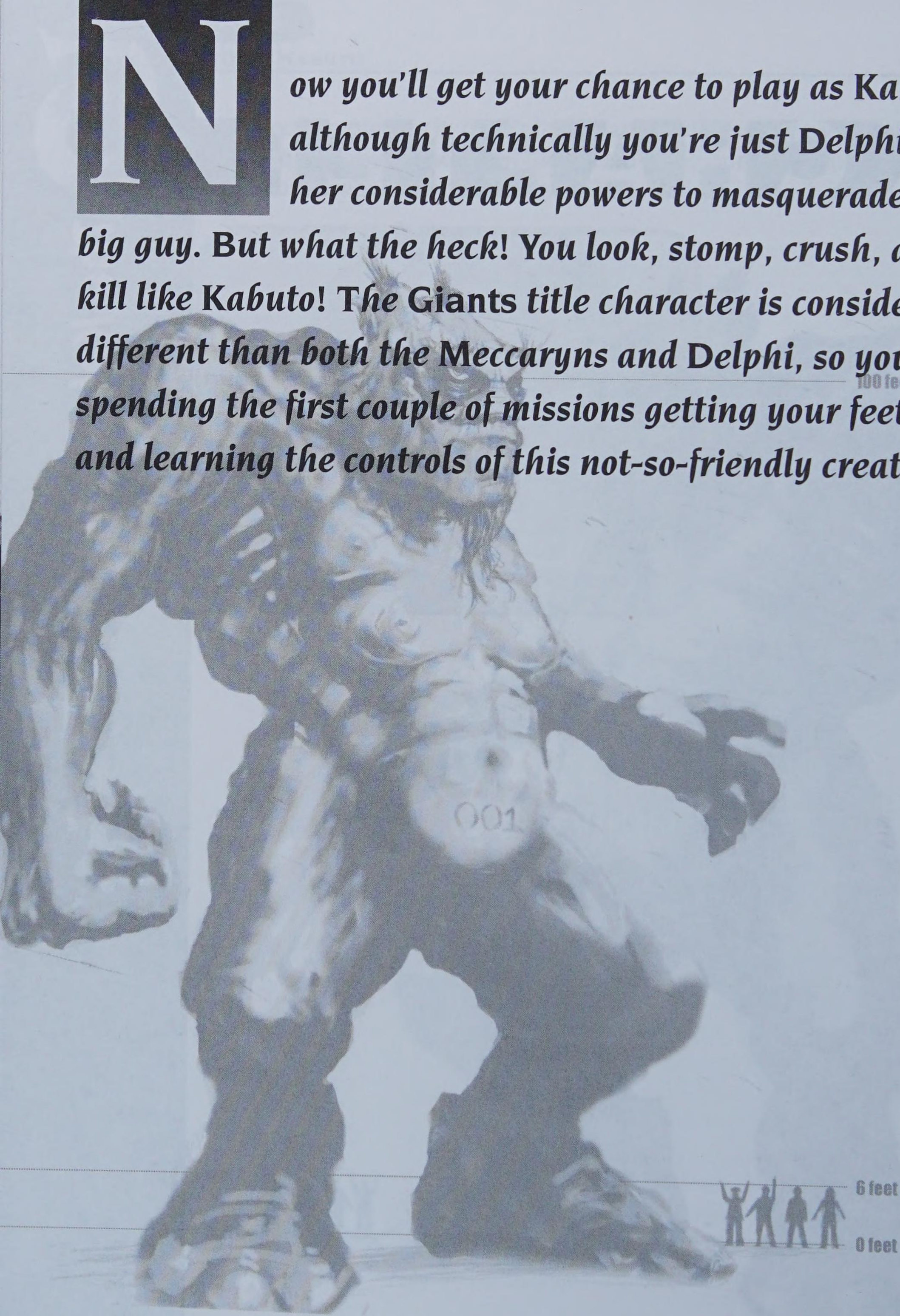


FIGURE 5.9:
KABUTO'S WEAK SPOT IS THE DARK, CIRCULAR AREA ON HIS STOMACH (BUT IT HAS TO OPEN UP TO MAKE KABUTO VULNERABLE).

CHAPTER 6

The Kabuto Missions

Now you'll get your chance to play as Kabuto, although technically you're just Delphi using her considerable powers to masquerade as the big guy. But what the heck! You look, stomp, crush, and kill like Kabuto! The Giants title character is considerably different than both the Meccaryns and Delphi, so you'll be spending the first couple of missions getting your feet wet and learning the controls of this not-so-friendly creature.



Story One: Birth of a Giant

As mentioned above, the prime directive of this introductory story is to help you to get a handle on your situation as Kabuto (see Figure 6.1). You'll start out by grabbing up and eating Evil Smarties. Then Kabuto will grow to the point where he can break down the gates that lead to the second mission.

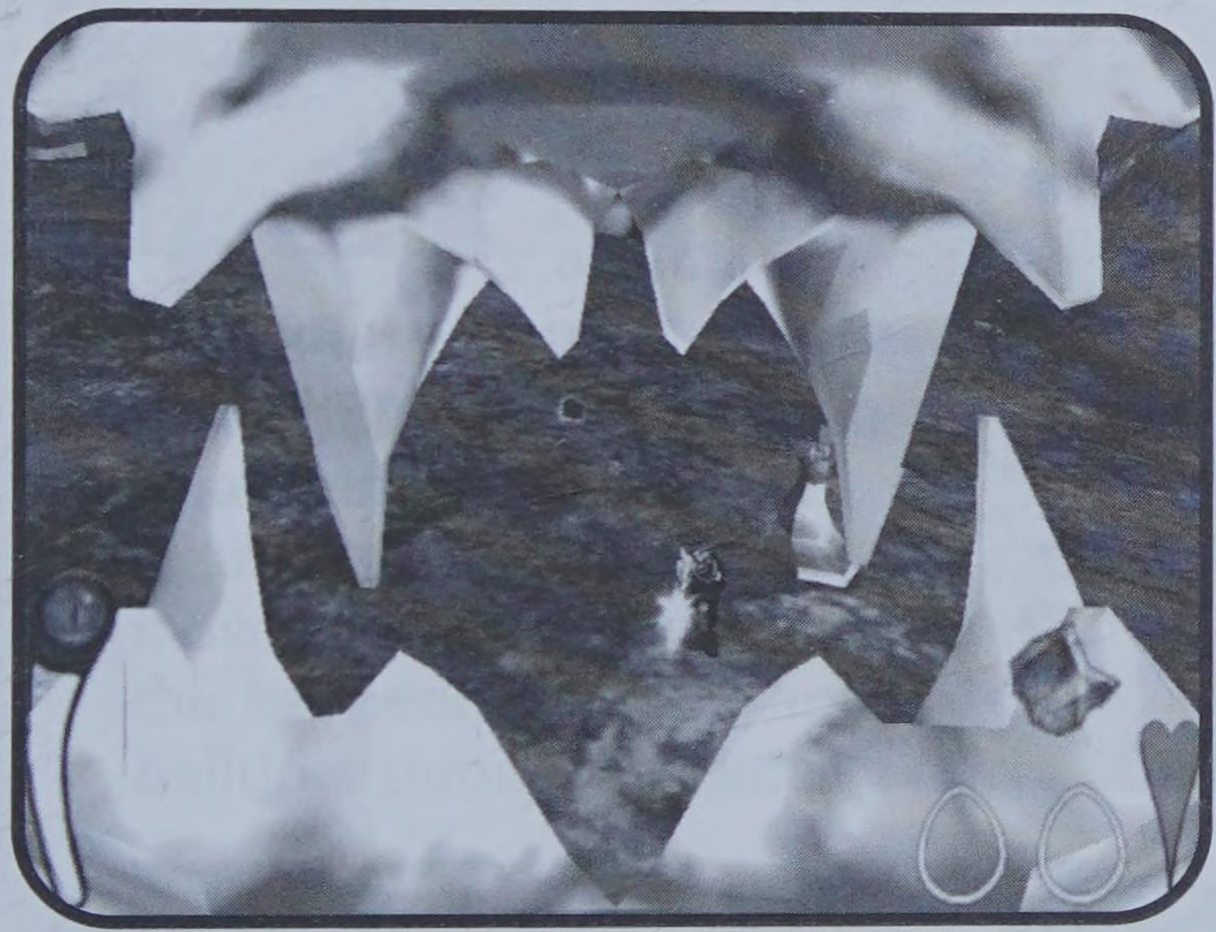


Figure 6.1: The viewpoint from Kabuto is distinct, to say the least.

Attack of the Evil Smarties

There's a group of Smarties that have turned evil, and gosh darn it, they *look* evil too! These green-skinned, red-eyed Smarties populate several villages in the vicinity, and it's your job to pick them up, eat them, and help Kabuto grow to the size he needs to be in order to break through the gate that leads to the other side of the island.

TIP

Remember that when Kabuto takes damage, he can heal himself by eating Reaper Guards, Vimps, or Rippers. Having enemies that are a natural source of health (and fiber) is a great advantage in the Kabuto stories, so take advantage of this.

Strike out for the village right in front of you. You'll quickly notice that you're taking shots from Reaper Guards and Rippers, but you'll also notice that their hits (while they do a little damage) aren't an immediate threat to your life. Move in and grab the first Evil Smartie (see Figure 6.2). Gulp it down (grab it with the right mouse button, then eat it with the left mouse button) and you'll notice that the "Smartie Food-O-Meter" on the lower right corner of your screen will go up a notch.

FIGURE 6.2:
YOU'LL KNOW AN EVIL SMARTIE WHEN YOU SEE ONE.

NOTE

Sometimes you'll see an Evil Smartie run into a building. If this happens, smash the structure to get him out. Just keep in mind that by demolishing the building you may purée the Smartie inside!

Continue moving from village to village, grabbing and eating Evil Smarties as you come across them. Ultimately, you'll need to digest five of the creatures in order for Kabuto to grow to the point where he can handle the gate and move to the next mission. After you've gotten the five Smarties, you must move to the gate, which is guarded by a Barracks and a pile of Reaper Guards. All of the foes here are toting substantial weaponry that will give you more than just a black eye (see Figure 6.3).

Figure 6.3:
The Barracks and the Reaper Guards around it are your last obstacles before you break through the gate.

While you may want to simply make a run for the gate and smash it down, you'll have to deal with the Barracks and at least *some* of the Reaper Guards in the area. Indeed, you'll need to eat a fair number of them just to keep your health up. We suggest that you take out the Barracks, then move around and feed on Reaper Guards to improve your health. After this has been accomplished, ignore the remaining Reaper Guards and bulldoze through the gate leading to the next mission (see Figure 6.4).

Figure 6.4:
Shatter this gate and you'll be on to the next mission.

THE WAY OUT

Your goal now is to find a way out, some path that will get you off the island. Again, Kabuto will need to grow to the "next level" so that he'll be able to smash through a bigger and more troublesome gate. To do this, immediately start looking for villages where those edible Evil Smarties can be found. This time around, you'll find them both in the villages and in a countryside that's swarming with Raiks who'll stop at nothing to put you six feet under, including using the Slow Time spell (see Figure 6.5).

FIGURE 6.5:
RAIKS PRESENT A NEW PROBLEM BECAUSE THEY CAN FLY AND CAST SPELLS.

TIP

Even if Raiks are flying around your head, you can still reach up and grab them! If you get a Raik, eat it instead of throwing it. Tossing a Raik around rarely kills it, which means it'll just come back to nag you later.

There are five villages for you to visit, each of which features an Evil Smartie that you must eat. As with the last mission, when you get five Smarties down you, Kabuto will grow to the "next" size and then will be able to smash the stone gate that stands between you and the third mission. Some of the villages are guarded fairly well by Reaper Guards (see Figure 6.6), and although you'll be tempted to stand and fight, there's no reason to continue the battle after you grab the Smartie. Use your

jumping skill to high-tail it out of any situation where you're getting pummeled.

Figure 6.6:
Some of the villages are protected by Barracks with Reaper Guards; don't take them lightly.

NOTE

If you absolutely must eliminate all of your enemies, kill them a few at a time. Stick your nose in, lay some hurt, and then escape with a Reaper Guard or two that you can eat to replenish your health.

Even when you get the required number of Smarties in your tummy, you'll still need to run the final gauntlet. In this case, it includes plenty of Reaper Guards, Raiks, Turrets, Towers with Reaper Guard snipers, and Rippers. Taking everything out is a tall order, so don't bother attempting it; if you do, you'll likely be surrounded and put to death in a few short seconds.

It's generally best to attack the Barracks, destroy it, and eat a fair number of the Reaper Guards there. Note that a Turret will be pummeling you the entire time, so duck behind the hills if you need cover. When the Barracks is gone and many of the Reaper Guards are toast, make a run for the gate (see Figure 6.7).

Use your run button (spacebar) and the jump (Alt) key to get to the gate in a hurry, bypassing the enemies between you and the gate. When you reach your objective, smash it quickly and run through it to the portal beyond (see Figure 6.8), where you'll be taken to the next Kabuto story.

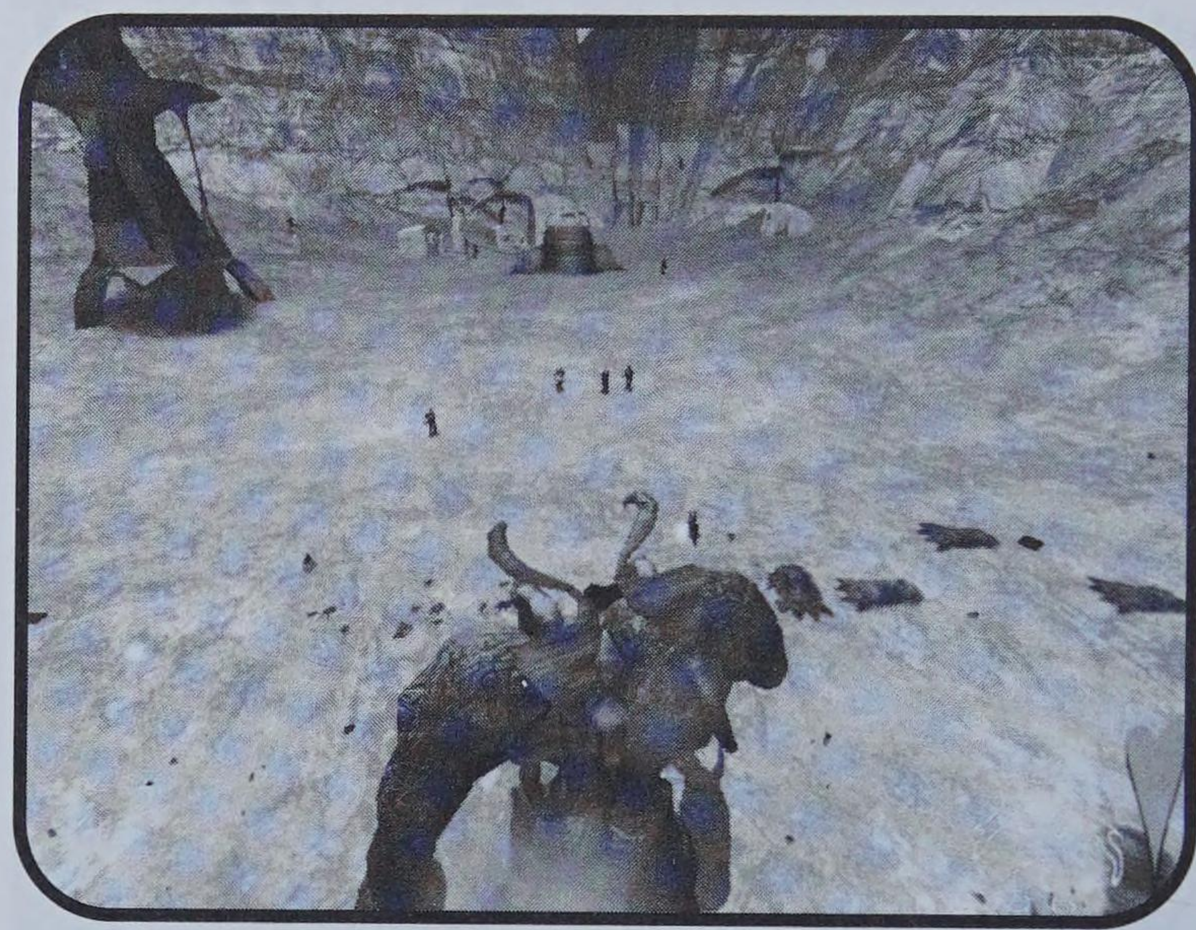


FIGURE 6.7:
EXPECT A REALLY HAIRY FIGHT HERE, SO DON'T GO BARGING IN HOPING TO CRUSH EVERYTHING IN SIGHT.

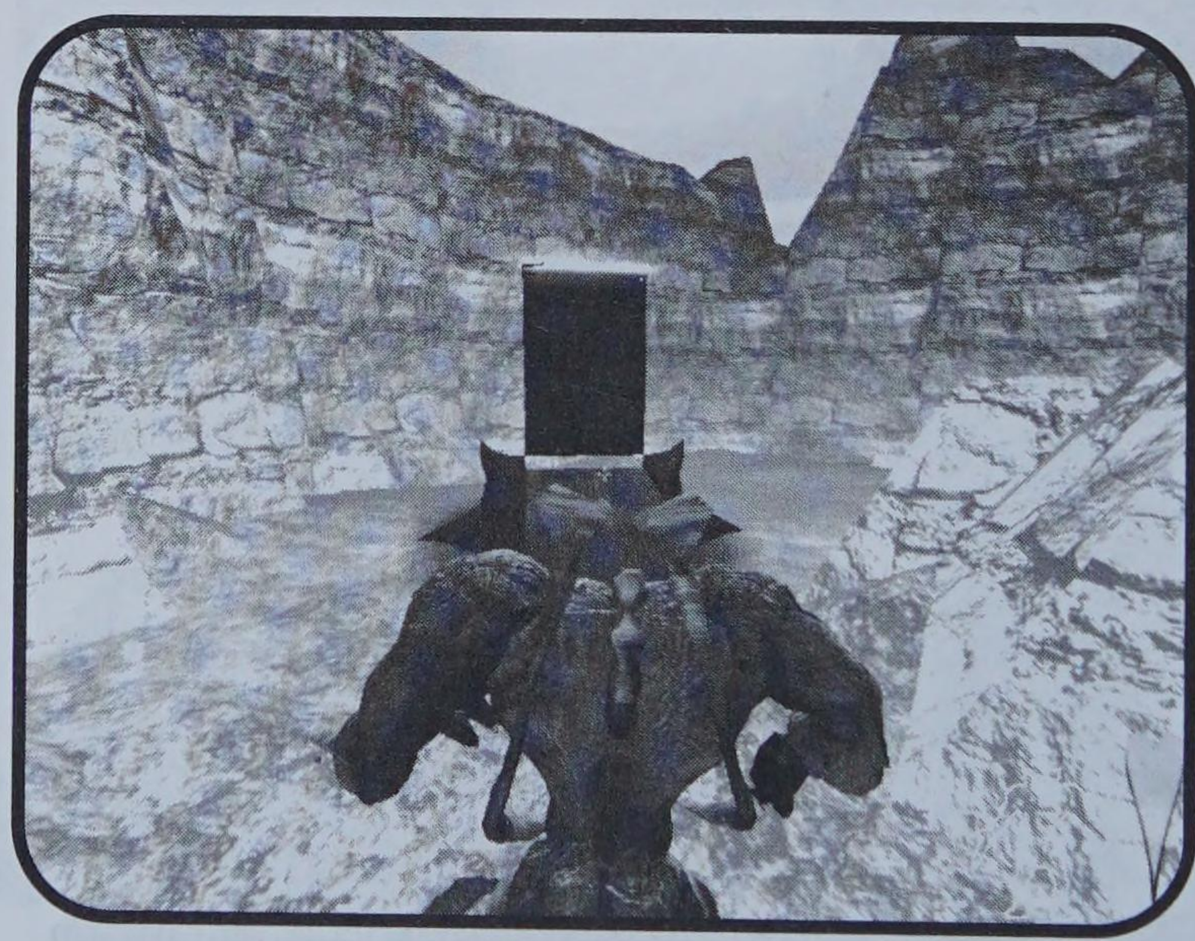


FIGURE 6.8:
RUN THROUGH THIS PORTAL TO PROCEED TO THE NEXT STORY.

STORY TWO: COMING OF AGE...

This story is where Kabuto eats enough Evil Smarties to grow to adulthood (see Figure 6.9) and become the kind of menace that we all hoped he could be. Most of the missions involve eating Smarties and, again, learning more about Kabuto's skills as a warrior, diplomat, and pastry chef.

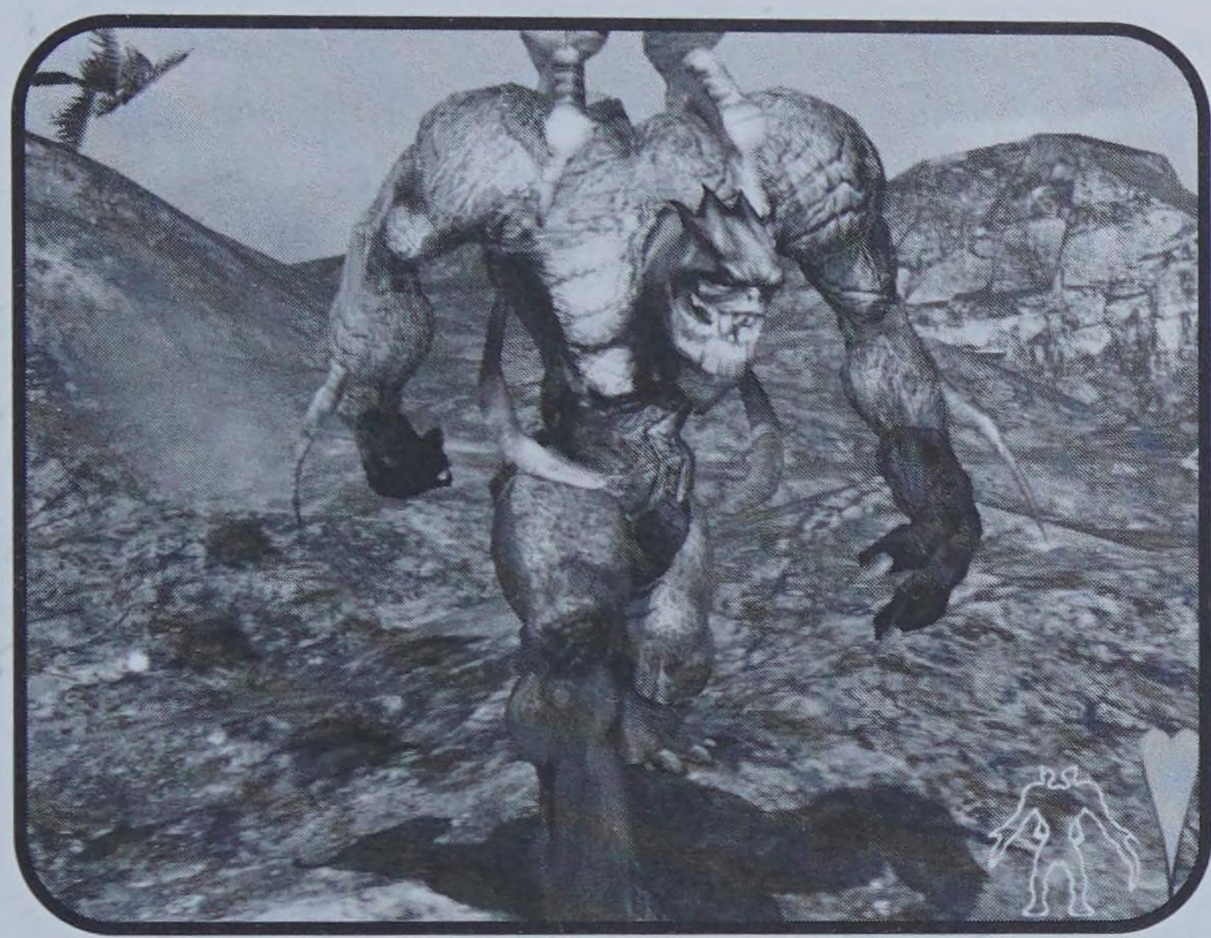


Figure 6.9:
An adult Kabuto is a sight to behold, unless, of course, you're about to be eaten by him.

A Monster Comes of Age

Your mission objectives here are simple: eat enough Evil Smarties so that Kabuto can grow to full maturity. To begin with, head down the valley and continue to get a feel for how Kabuto "handles." Eventually, you'll come to a small village with an Evil Smartie that you can chow down on. Eat it and keep moving. You'll soon come to an area where water lies directly ahead and a hairpin turn is situated to the left. Move to the left (see Figure 6.10) and head up, where you'll find a Smartie with your name on it). You'll next arrive at an area by the sea that features a Barracks, some Reaper Guards, and a Smartie—you know what to do.

Figure 6.10:
Take the hairpin turn and head up to the right here.

Move back now to the channel of water that separates the two sides of the island. To cross this watery gap, you must keep to the shallower side of the channel (to the left) or you'll risk getting stuck. As you wade across (see Figure 6.11), you'll take some hits from Reaper Guards in the village across the way, but you can quickly take them out when you arrive. Of course, there's also a Smartie in this village. Eat him to put yourself over the halfway mark to maturity!

FIGURE 6.11:
MAKE SURE YOU STAY IN THE SHALLOW PART OF THE WATER.

NOTE

You don't have to tackle this mission by taking the exact path we suggest. Instead, you can move to the lower bowl first if you want. The outcome will be the same in the end.

Move to the right around the inner and lower bowl of the island. In the distance, you'll see several villages (see Figure 6.12), all of which have Smarties and are defended by Reaper Guards. At this point, the resistance put up by the Reaper Guards won't be anything you can't handle, so don't sweat these battles too much. If your health gets low, remember that there are plenty of enemies and Vimps to eat.

Figure 6.12:
Villages in the lower bowl have Smarties, Reaper Guards, and yes, Vimps!

When you've wolfed down all of the Smarties that you'll need, get ready for another growth spurt. You'll now gain access to your Adrenaline meter on the left side of the screen. This new development will give you the ability to use a host of new and exciting skills like the Two-Handed Slam and the Elbow Drop. Now take the time to experiment with your new attacks (see Figure 6.13). Smash down the gate and proceed to the next mission when you feel comfortable moving the big(ger) guy around.

Figure 6.13:
Take your Adrenaline-fueled attacks for a spin!

ROCKS

Your objective in this mission is to pick up the volcanic rocks in the area and throw them at the gates you once more need to pass through. The only problem, of course, is that you'll have to face a rather nasty group of Reaper Guards and Raiks that are hell-bent on ending your life.

TIP

Plenty of Reaper Guards will be bombarding you from all sides at all times in this mission. To counteract this assault you must eat enough Reaper Guards to keep your health up. Between your attacks on the Barracks, use the run button and the Sliding Grab to avoid taking damage while you scoop up Reaper Guards to eat.

The first thing you'll want to do is eliminate the two Raiks that are immediately in front of the starting position; then you can start to worry about the plethora of Reaper Guards moving in on you! In order to stem the tide of foes, you'll need to use your Adrenaline attacks to take down the Barracks. The Butt Flop (see Figure 6.14) is an excellent tool for this (red Adrenaline bar with a right mouse click) because it destroys a Barracks in a single flop. After the Barracks is destroyed, you can hang around and eat up Reaper Guards to improve your health. When your tummy is full, move to the next Barracks and repeat.

FIGURE 6.14: USE YOUR ADRENALINE ATTACKS TO TAKE OUT THE BARRACKS WITH ONE POP.

When the Reaper Guards have been considerably thinned out or completely eliminated, pick up the volcanic rocks in the vicinity (see Figure 6.15). Hurl them at the gate to break it open so that you can proceed to the next mission. Of course, you can attempt to do this before you thin out the Reaper Guard ranks. However, you do so at your own risk because you'll have a lot of these creatures firing at you while you batter the gate. As soon as the gate has fallen, you can enter the next mission.

Figure 6.15:
Hurl these rocks at the gate to break it down.

Magnifying Glass

This time around your goal is to obtain a Magnifying Glass to add to your inventory of attacks. The Magnifying Glass allows you to use the sun's energy to roast enemies, sort of like what some kids do with ants on hot summer days.

As soon as you enter this area, you'll see your main objective, which is a cluster of crystals on top of a hill (see Figure 6.16). You'll want to smash this fragile item to get your Magnifying Glass (actually a chunk of broken crystal), but several rather nasty Raiks stand in your way. These Raiks have a penchant for using magic. You'll face everything from Slow Time spells to Firewalls, so be ready to use your Jump skill to hop out of trouble in a hurry.

Fight your way to the crystals and grab the Magnifying Glass to proceed past the Barracks into the next area. This, however, is something that may prove to be difficult if you've gotten into the habit of cleaning

your plate before you get up from the dinner table. Either way (destroy it or jump over it), get past the Barracks and move to the next area, where you'll find considerably more resistance. At this point, you may want to break out your Magnifying Glass and roast a few enemies from a distance (see Figure 6.17).

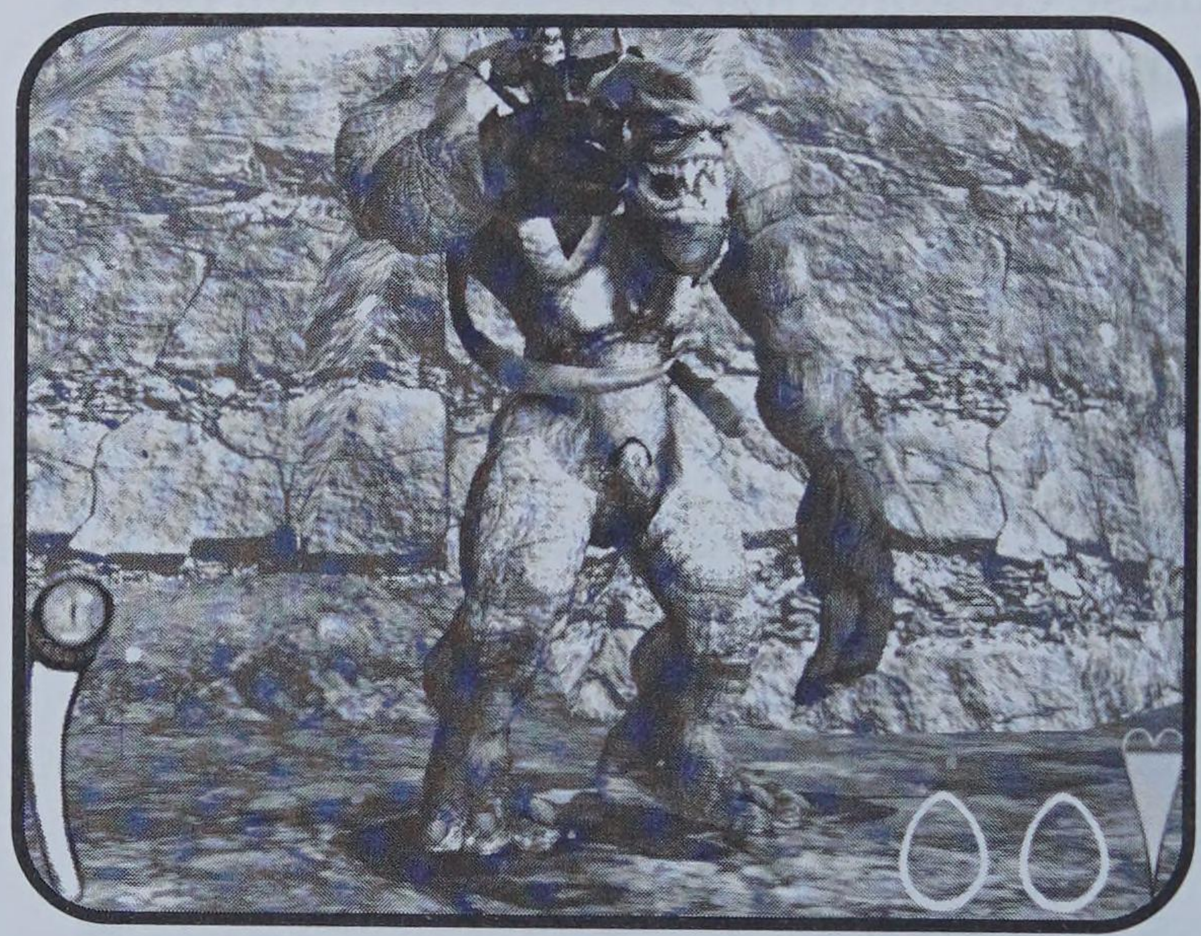


FIGURE 6.16:
YOU'LL HAVE SOME FIGHTING TO DO RIGHT OFF THE BAT, BUT RAIKS TASTE JUST AS GOOD AS REAPER GUARDS WHEN IT COMES TO YOUR HEALTH.

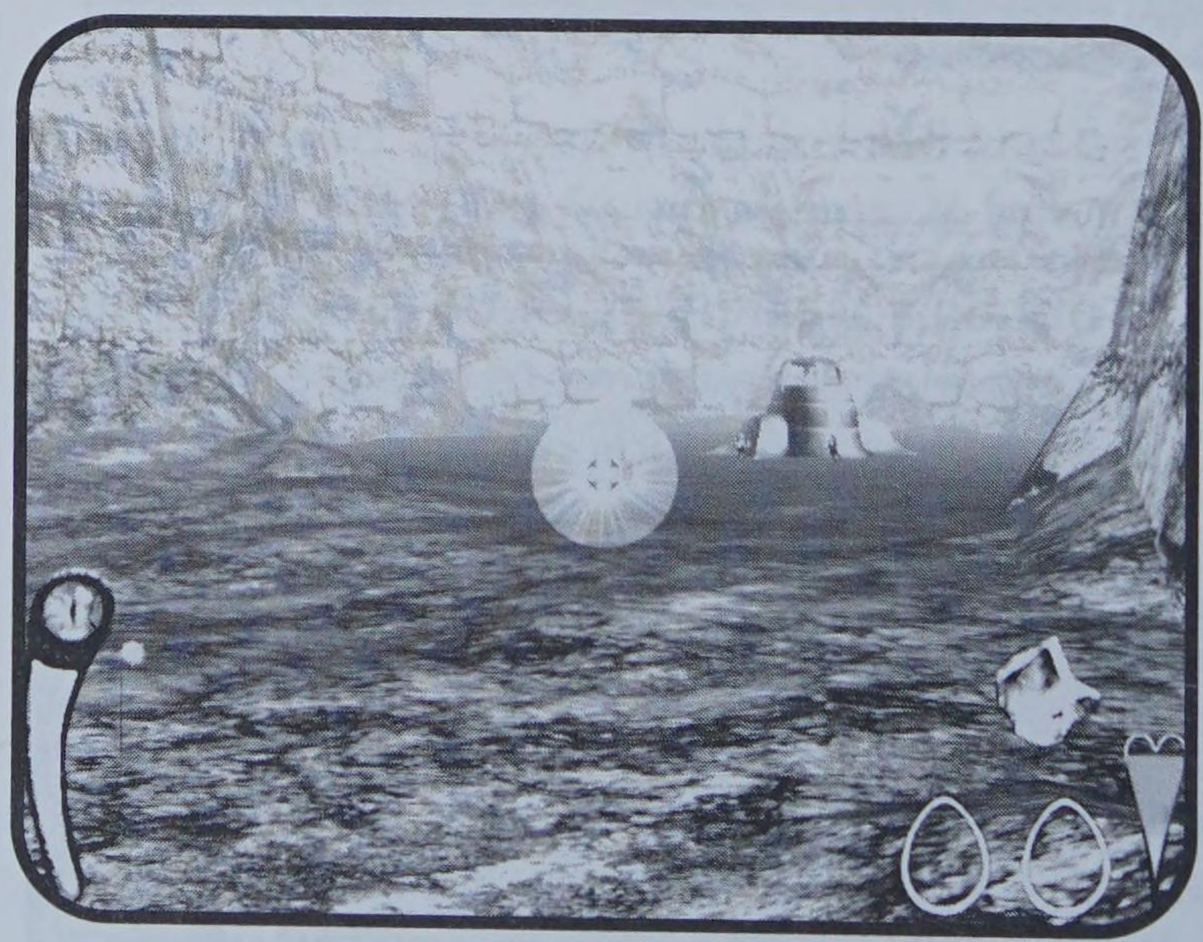


FIGURE 6.17:
THE MAGNIFYING GLASS ISN'T JUST FOR SHOW.

This area has several Barracks and many Reaper Guards, not to mention a couple of Turrets that will be firing on you constantly. With an enemy group like this it's hard to eat foes fast enough to keep your health up! For this reason, it's best to charge up your Adrenaline and run through the area while doing a sliding Belly Flop or a Butt Flop, taking out all of

the opponents you can (see Figure 6.18) on your way past. Continue to move toward the gate, where you'll face yet another Reaper Barracks.

Figure 6.18:
Use Adrenaline attacks on your way by, but don't stay to fight unless you seek a quick death.

The last Barracks can be cleaned up nicely with a Butt Flop or Cannonball. After this you can chow down on the Reaper Guards before you break through the gate leading to the next mission (see Figure 6.19).

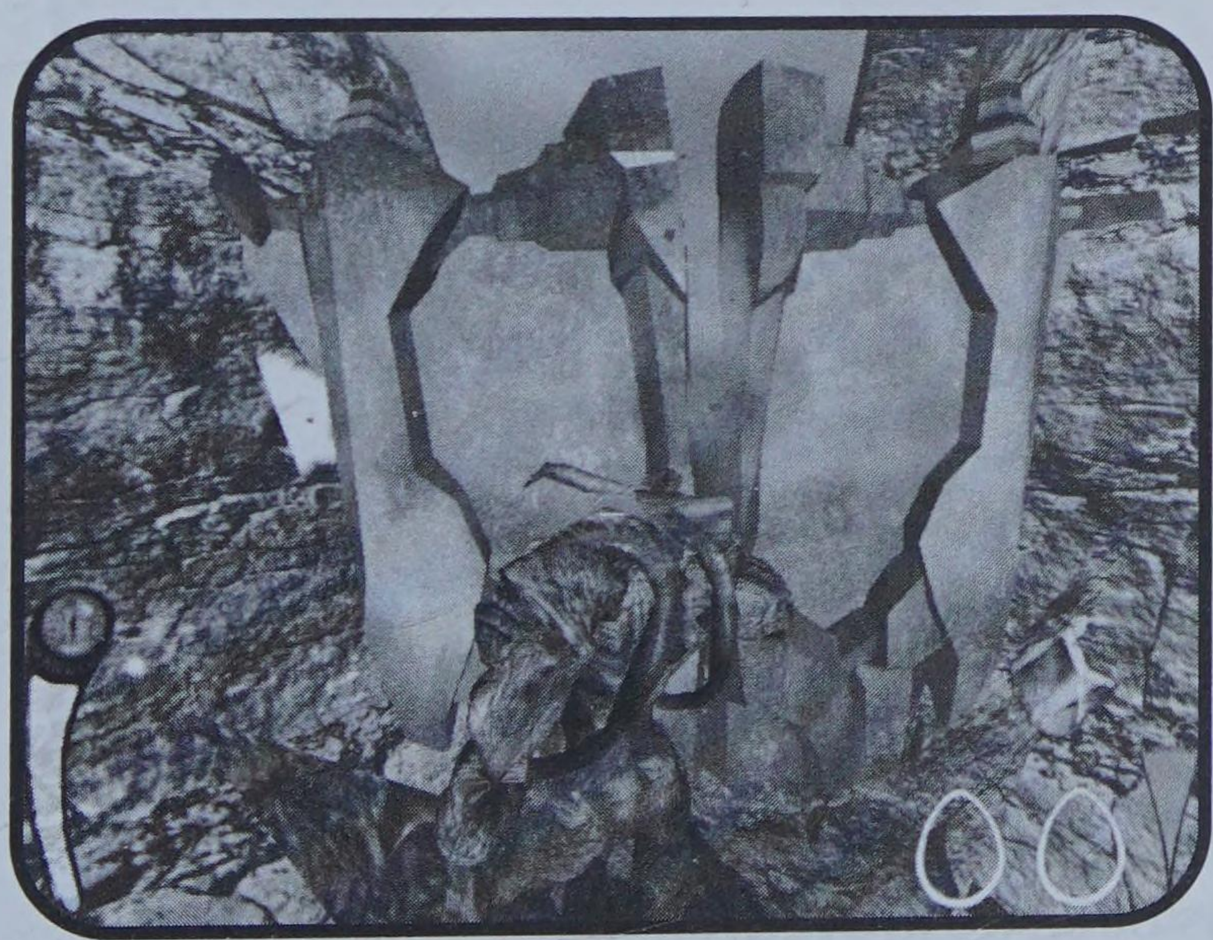


Figure 6.19:
Wreck yet another gate to get to the next mission.

Monster Motherhood

This mission will introduce you to the joys of motherhood. For the first time, Kabuto will get the chance to fire up its egg-laying abilities and create a couple of Offspring (smaller versions of yourself that do your

bidding). Getting the hang of controlling Offspring is just one part of this mission, however, and your ultimate goal will be to make it past the enemies to another gate that will get you safely to the next story.

NOTE

Start eating enemies early and often in this mission. Because you'll be getting hit from all sides right from the beginning, you'll need to replace your health as fast as possible. The bonus for Kabuto is that his enemies diminish as he gains health from eating them.

You'll begin in an area with two Barracks, one to your left and one to your right. There is no shortage of Reaper Guards, Raiks, or Rippers in the area, so you'll have your hands full right off the bat (see Figure 6.20). Immediately charge your Adrenaline to red and then make a run for one of the two Barracks with a Cannonball attack. The Cannonball will take the Barracks (and any nearby enemies) out in one fell swoop.

FIGURE 6.20:
EXPECT PLENTY OF ACTION RIGHT FROM THE OUTSET OF THIS MISSION.

After the first Barracks has been destroyed, continue eating the enemies that approach while your Adrenaline replenishes. When you can again go to red on the Adrenaline gauge, perform another Cannonball on the other Barracks. There's an Evil Smartie here in the

village (see Figure 6.21), so be sure to eat it so that you can lay your first Offspring egg. After you eat the Smartie, your egg icon in the lower left corner will read full, meaning that you can lay one of your two eggs.

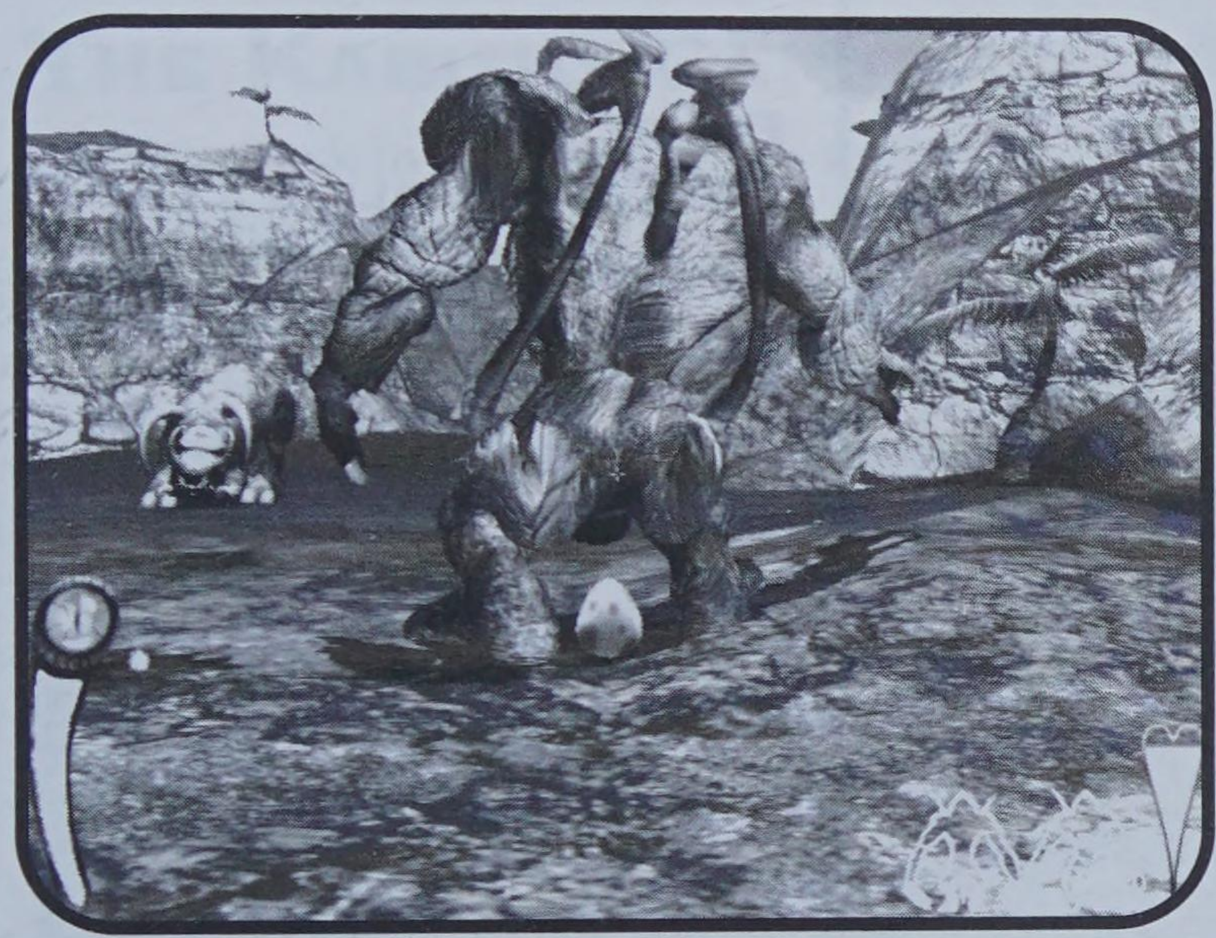


Figure 6.21:
Grab this Smartie while you're here and you'll be ready to lay an egg.

NOTE

There are plenty of enemies on the cliffs above you, so be aware that they'll be constantly firing at you. Generally speaking, the fire from the cliffs won't fell you as long as you don't sit still for too long.

Now that you've cleared this area of enemies, press the "L" button (default) to lay one of your Offspring eggs. Your new Offspring can now be commanded to attack any enemy in your field of view, a little trick that will come in very handy during the tough battles ahead. Take the time to get a handle on managing your Offspring in this mission, because this skill comes in very handy during the next two Kabuto stories.

Continue to move down the canyon toward the next Barracks. When you arrive at your destination, use a Cannonball to take out the structure with extreme prejudice (see Figure 6.22). After you've eliminated this Barracks, you'll see the Raik Barracks just beyond, and past that, a ramp to a portal. Move around while eating enemies and having your Offspring do some of the work until your Adrenaline has recharged.

FIGURE 6.22:
THE CANNONBALL IS A GREAT WAY TO TAKE OUT ANY BUILDING.

Use your Adrenaline again to Cannonball the large Barracks and reduce it to rubble. When this is complete, you can move over to the portal ramp and end the mission (see Figure 6.23).

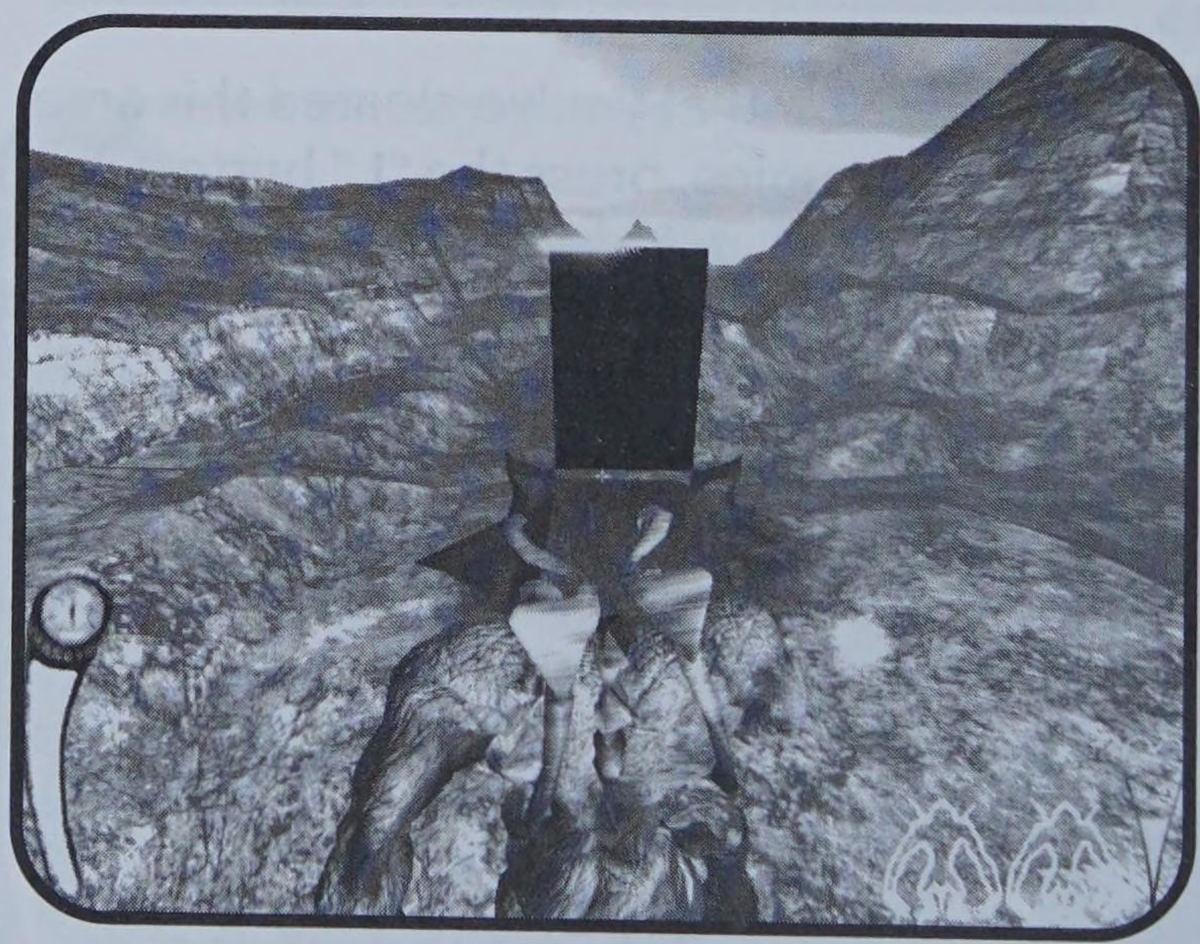


FIGURE 6.23:
AFTER YOU'VE TAKEN OUT THE LARGE BARRACKS YOU CAN GO UP THE RAMP AND EXIT THE MISSION.

STORY THREE: RAMPAGE

The time has come for you to take Kabuto out for a real "spin" and see just what this big guy can do. In Rampage (Part One) you'll be wreaking destruction on many, many enemy structures (and enemies themselves)

as you move through this island. Along the way, you'll complete several tasks that include tossing volcanic rocks around to open some doors for you!

The Kabuto Canyons

Your task in this mission is to find the hidden canyons, but of course much of your mission will also involve kicking butt. The first thing you'll need to do is move down the narrow peninsula in front of you, plowing through the trees as you go. You'll quickly come to an area where four squads of Reaper Guards are grouping together (see Figure 6.24). Charge up your Adrenaline to red and get ready for action.

Figure 6.24:
You'll have to deal with ant like Reaper Guards, who are more than just an annoyance when they travel in groups this large.

NOTE

Don't get impatient. Go after Reaper Guards one at a time, eating whenever you take any damage. Before you know it, you'll have slogged through the entire group.

Hit the run key (spacebar by default) and then jump over the water into the middle of the Reaper Guards. After this, perform a Belly Flop or a Cannonball to take out as many as you can with an initial attack. Unfortunately, this won't be enough. Plenty of other Reaper Guards will continue to attack even after this devastating attack has been unleashed. Move around and eat or stomp (see Figure 6.25) the enemies to death with your powerful

feet. Despite their large numbers, you'll be able to keep your health up by turning them into Kabuto snacks.

FIGURE 6.25:
CRUSHING ENEMIES UNDERFOOT IS A METHOD OF TAKING OUT REAPER GUARDS THAT SHOULDN'T BE OVERLOOKED.

Move on to the next Reaper Barracks (which you can see from where you killed off the last group of Reaper Guards) and demolish it with a Cannonball attack or something similar. There are plenty of tasty Vimps around, so eat a few of them to get your health up. While you're at it consider spiking a couple on your horns in case you have the need to eat later on (see Figure 6.26).

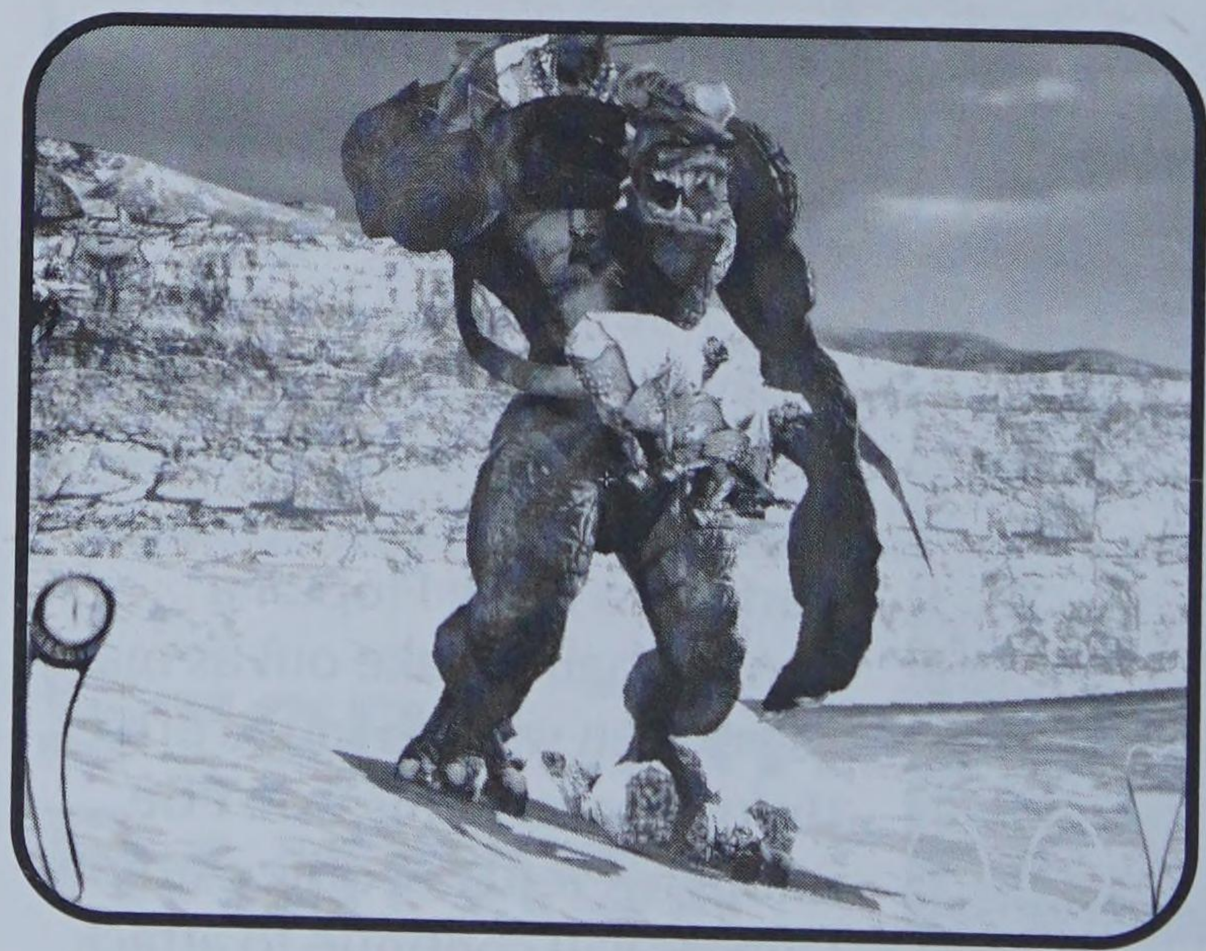


FIGURE 6.26:
SPIKE SOME VIMPS ON YOUR HORNS AND YOU'LL NEVER GO HUNGRY.

You must now take out the Ripper Barracks—a task that wouldn't be so bad if four Turrets didn't guard it! Use your Adrenaline attacks to quickly destroy the building, then eliminate the Turrets one at a time with Foot Stomps. Each Turret will require two foot attacks to be reduced to rubble (see Figure 6.27), but if you move quickly you'll be able to get rid of them all without sustaining too much damage. After they've been toasted, you might want to eat those Vimps you've been holding on your horns.

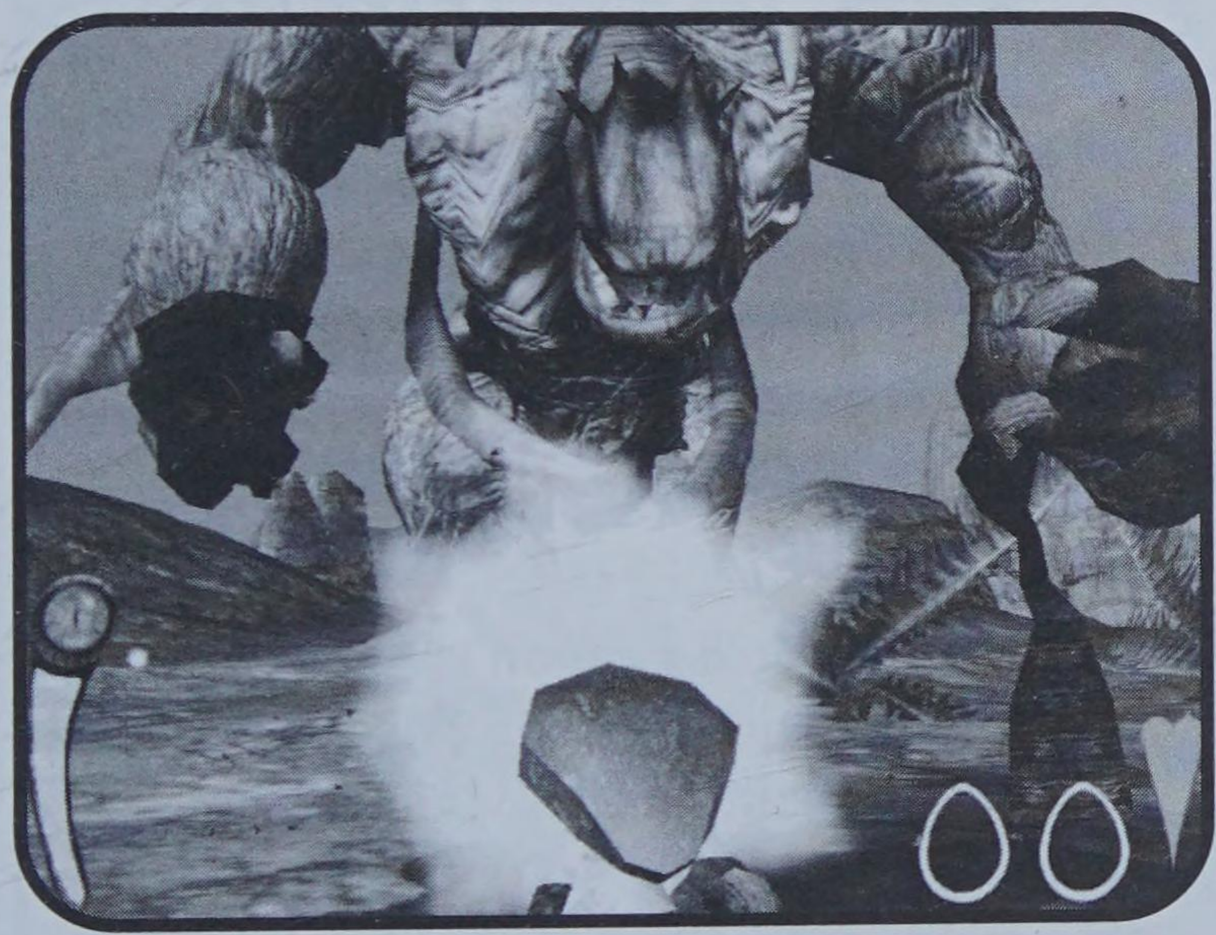


Figure 6.27:
Use your foot attacks to systematically raze these Turrets to the ground.

After you've cleared this area out, proceed past the trees down the narrow water-covered canyon. You'll soon come to a wall that needs to be knocked down to access the next mission.

Kabuto Volcano

Your new job is to make it to the Kabuto volcano and then destroy the Army Barracks. Start by making your way to the volcano. Continue to move Kabuto through the canyon that lies in front of you. You'll soon reach an area with a Ripper Barracks, a Sonak, and a large Tower with four Reaper Guards on it. Slam the Barracks with a Cannonball (see Figure 6.28) and then hack the Tower down one blow at a time.

After the Tower has been destroyed, you can pick up the Reaper Guards one at a time and eat them. There will also be a few Rippers around, so you might as well top up your health and eat them as well.

When you're done crushing the enemy presence, move to the wooden gate and smash it down. Move into the next canyon when the way is clear.

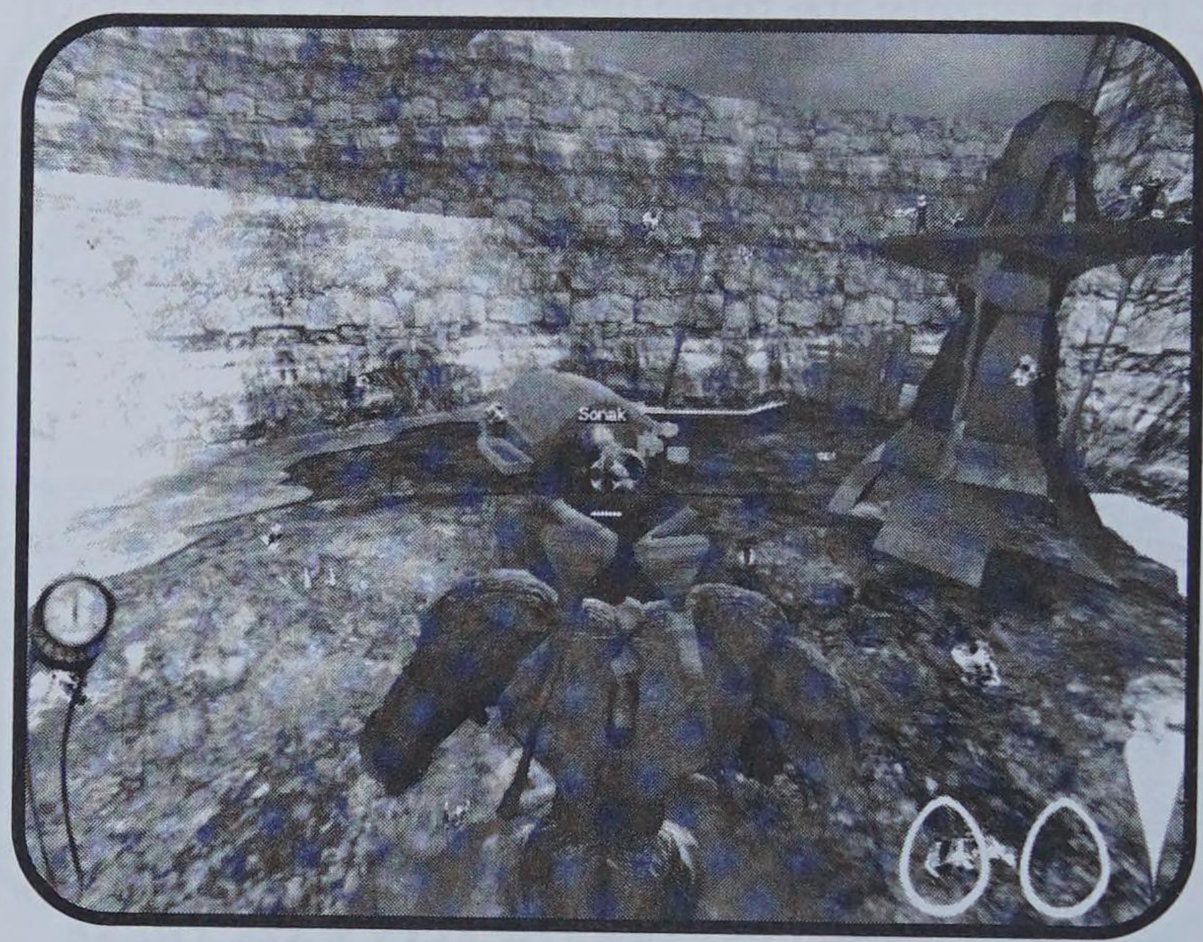


FIGURE 6.28: THE RIPPER BARRACKS IS THE FIRST ITEM ON YOUR LIST OF DESTRUCTION.

NOTE

Remember that you're vulnerable during the time it takes to eat an enemy. Keep this in mind when you're eating foes in crowded, heavy-combat situations—sometimes it's better to just kill then than eat them.

This next canyon is full of Reaper Guards with Homing Missile guns that will be launched at you mercilessly (see Figure 6.29). This makes for a dangerous situation, but if you act quickly you can get through the area in better shape than you entered it. Move quickly to your enemies and eat them. Despite the missile damage you'll take, the health you'll gain from so many meals on the run will keep your life force strong.

When you've taken care of business, smash through the next wall and enter yet another canyon. This one quickly opens into a wide area that is home to a pair of villages. There are also a few Raiks nearby that want nothing more than to use their magic on you. Expect to deal with spells like Slow Time (see Figure 6.30) and Summon Firewall at this location.

Figure 6.29:
Work quickly and you can eat these missile-toting Reaper Guards before they hurt you too badly.

Figure 6.30:
Move out of the Slow Time effect radius as fast as you can and get back to killing Raiks.

To do away with the Raiks in this area, simply grab them out of the air. There are only a few to deal with, and when they're gone you'll be able to grab an Evil Smartie or two in the village on the ridge to your left. After you've got your Smarties and the enemies are dead, you can now move up to the volcano! To do this, head into the valley and follow the ramp up to the bowl of the volcano (see Figure 6.31).

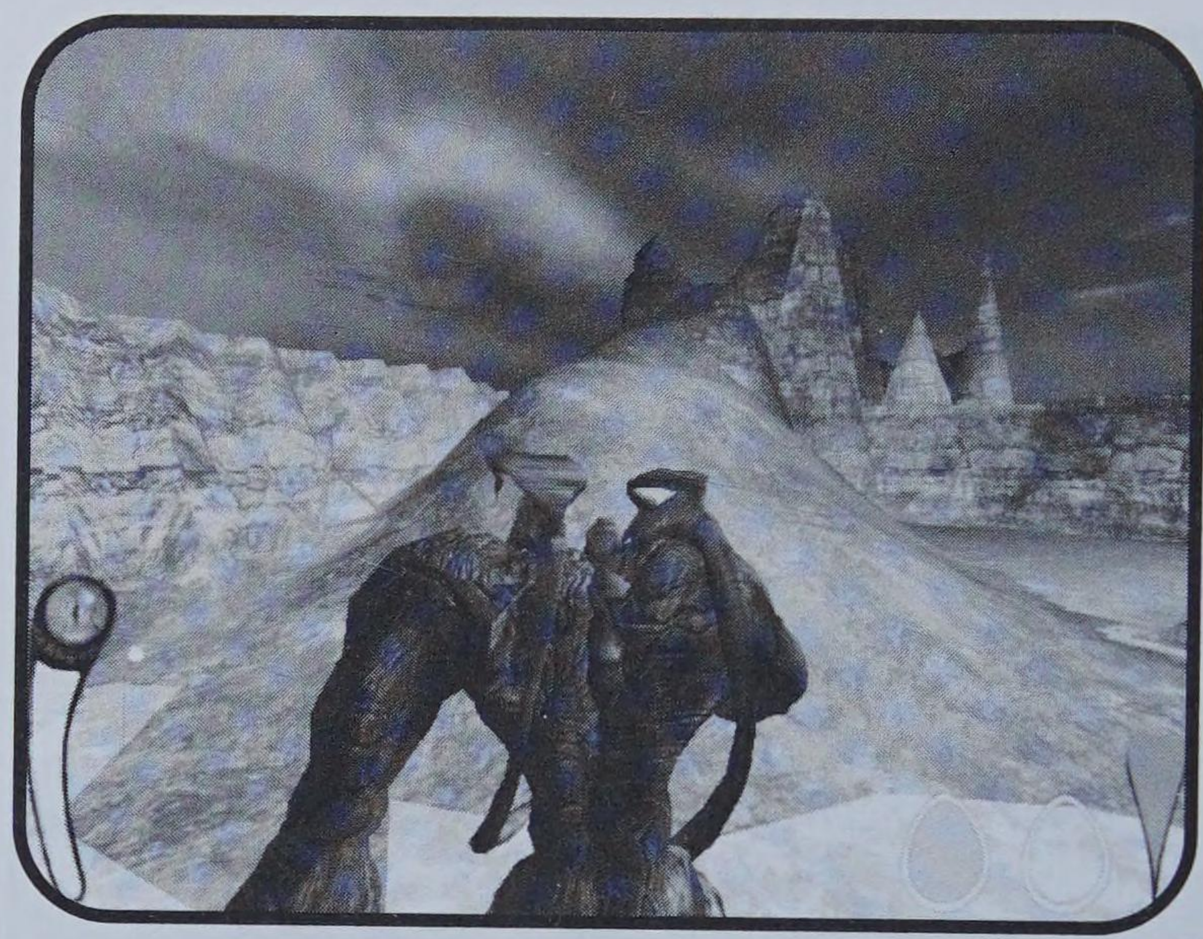


FIGURE 6.31:
USE THIS RAMP TO GET UP TO THE VOLCANO.

In the volcano, you'll see a pillar of rock that must be hit in order to generate a large volcanic boulder. This boulder can be picked up (right mouse button, by default), and then thrown at the Army Barracks on the hill across the valley (see Figure 6.32). The chunk of rock will destroy the building and open a new route for you to follow.

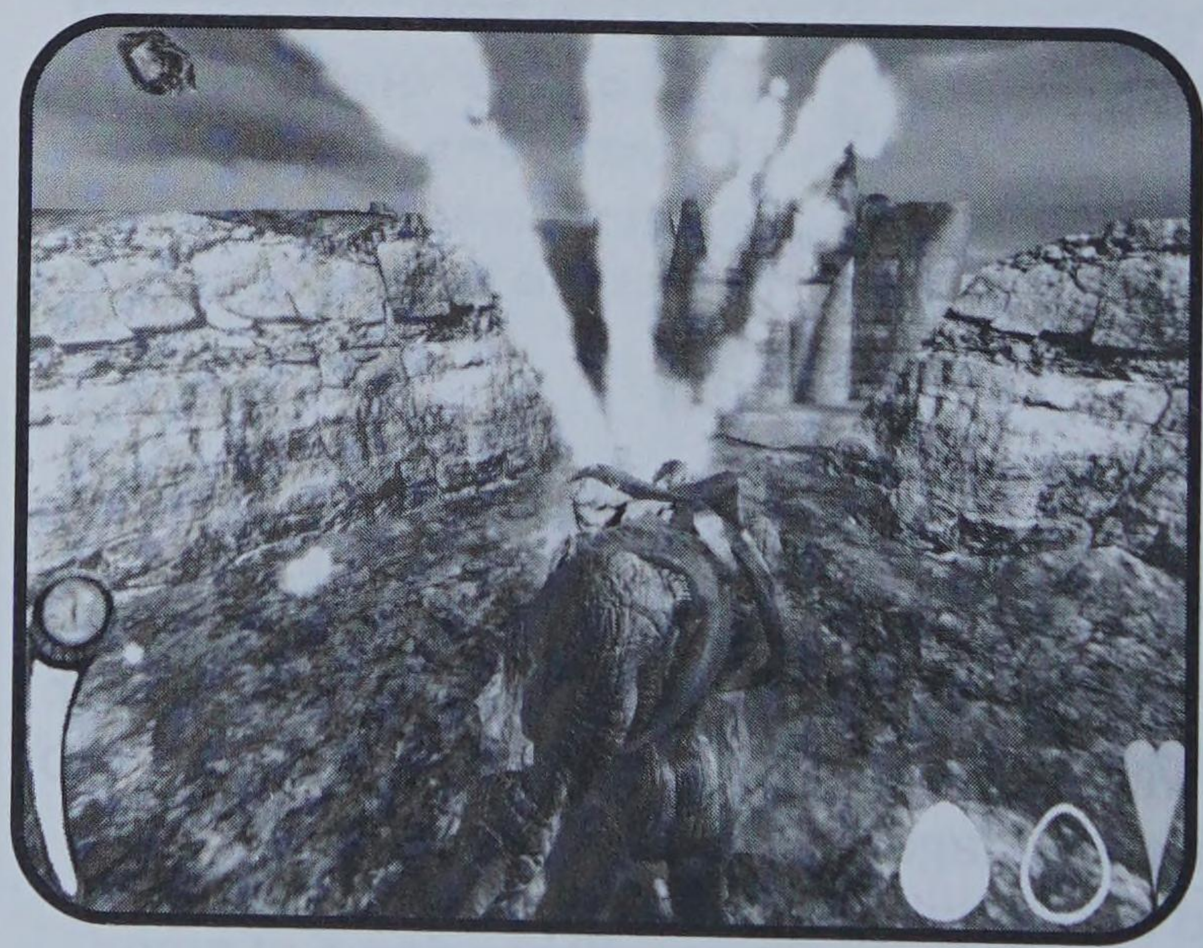


FIGURE 6.32:
USE A VOLCANIC BOULDER TO DESTROY THE BARRACKS ACROSS THE VALLEY AND END THIS MISSION.

BURNING A WAY OUT

Now that the Army Barracks has been destroyed, you can move across to its remains and follow the path behind it. To get to the Barracks, hop down from the volcano and then make a running jump across this chasm

(see Figure 6.33). After you've jumped the chasm, move up and through the space created when you wiped out the Barracks with your handy volcanic boulder.

Figure 6.33:
Making this jump is the easiest way to get across to the ramp that leads up to the Barracks.

Proceed through the Barracks area and you'll see a spectacular narrow land bridge that winds up to a spot on the other side of the island (see Figure 6.34). Move along this walkway, but be very careful not to run or jump the wrong way or you'll end up either dead (if you fall to the right) or in a pickle (if you fall to your left). Four Reaper Guards at the top will fire on you as soon as you arrive. You can try to fight them, but you can simply move past them if you want.

Figure 6.34:
This walkway is very narrow, so don't make any sudden moves as you move along it.

NOTE

If you try to fight the Reaper Guards in the area near the Magnifying Glass, you'll risk falling off the walkway. This isn't always fatal, but it's never any fun climbing back up to your lofty perch again.

When you get to the bowl, jump down the steps until you see a glass that must be shattered to reach the Magnifying Glass. Do so and then proceed down further into the bowl. You'll see a stone doorway on your left, so climb up and smash it to get out of the area. The vista in front of you is spectacular (see Figure 6.35). Admire the view briefly and then jump down and move straight ahead. Keep the cliff on your right as you move toward the gate you must melt with the Magnifying Glass.

FIGURE 6.35:
MAKE SURE THAT THE CLIFFS ARE CLOSE ON YOUR RIGHT-HAND SIDE.

You'll pass a Barracks on your left, but you can ignore it. What you can't ignore, however, are the two squads of Reaper Guards that you'll run into. You should be able to kill them in any number of ways fairly quickly. When you're finished, hop up on the area across from the gate and use your Magnifying Glass to burn the gate until it opens (see Figure 6.36).

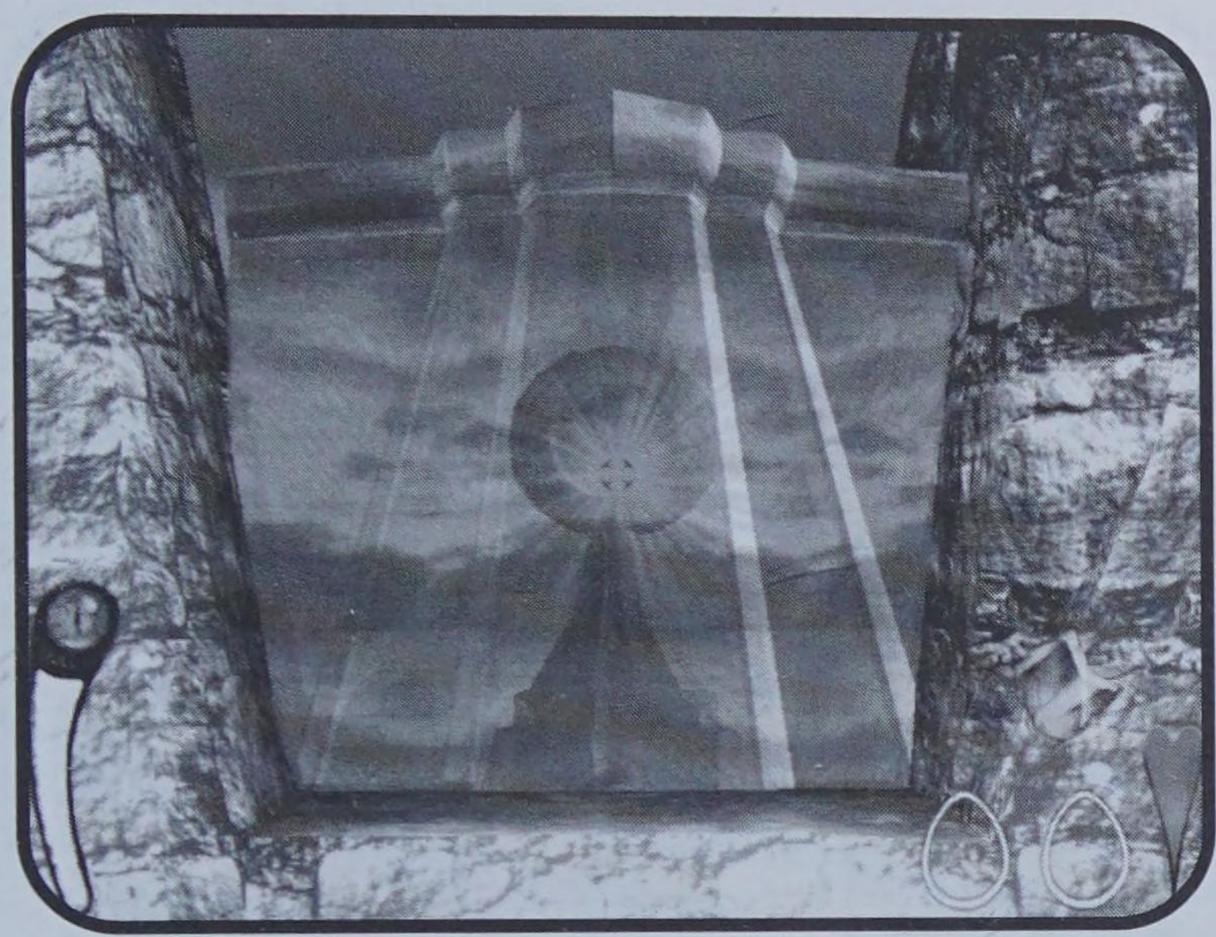


Figure 6.36:
Use your Magnifying Glass to open this gate so that you can proceed to the final mission of this story.

Portal!

The final goal now is clear. All that remains is finding the portal so that you can finish this story and get on to much more important things, specifically another all-out rampage (but more on that later).

Begin by jumping into the newly created canyon. Then move quickly into the next area. You'll see three Barracks and a Tower with a Reaper Guard wielding a Sniper Gun. Turn this guard into lunch right away (see Figure 6.37), because those Sniper Guns can do a surprising amount of damage if they connect in just the right spot.

Figure 6.37:
Eat this sniper and then use your high-powered attacks to reduce the Barracks to rubble.

Employ Adrenaline-aided attacks to devastate the Barracks while your fight your way through the reams of Reaper Guards and Rippers that are there to ruin your day. This is a tough fight, so eat as many enemies as you can to keep your health up. Take the Barracks out with Cannonballs to make your job much easier, though even then there will be plenty to fight about here (see Figure 6.38).

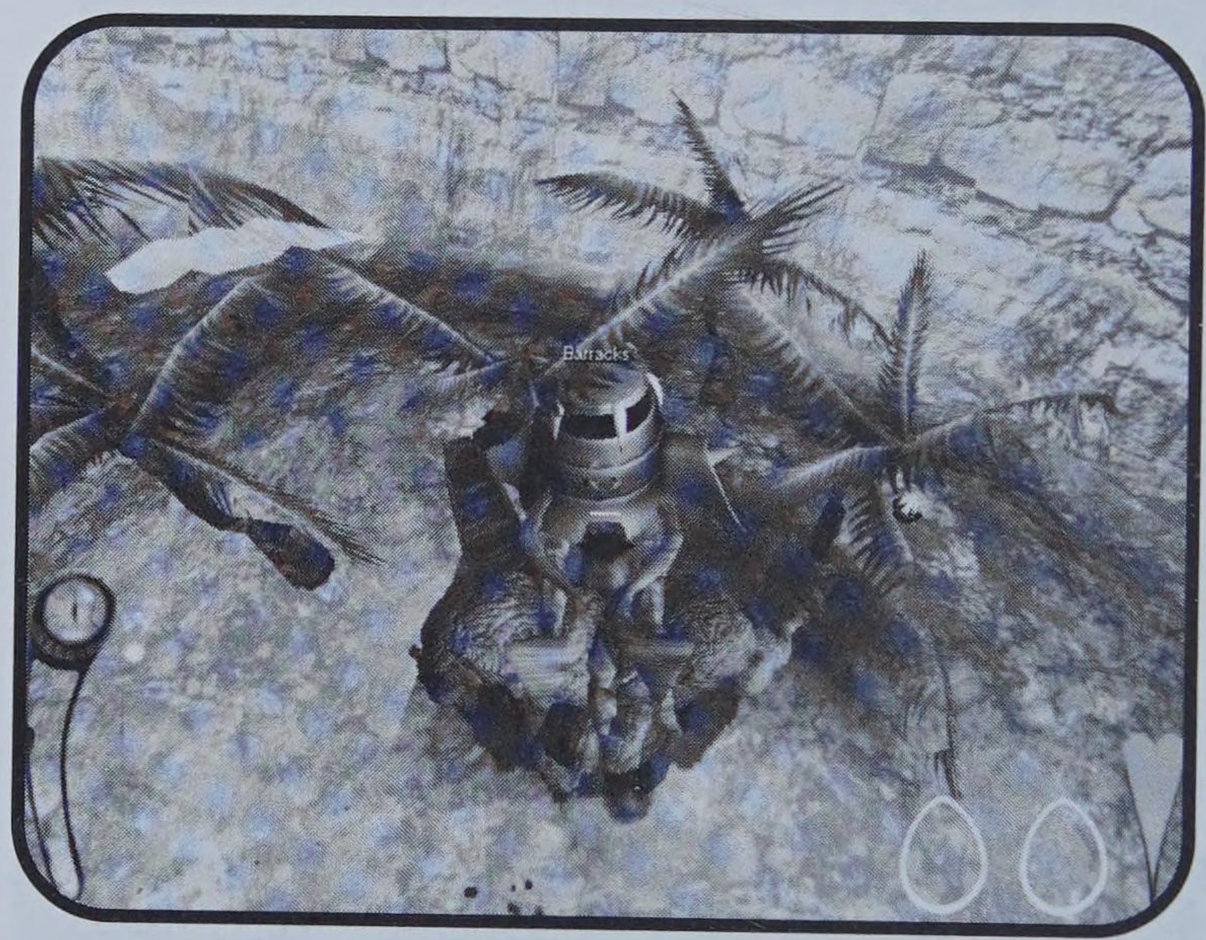


FIGURE 6.38:
THIS IS A TOUGH FIGHT, BUT NOTHING YOU HAVEN'T SEEN ALREADY.

NOTE

It's easier to avoid the Raiks in the last valley than to fight them. If you really must kill them off, you'll have to aim carefully and grab them out of mid-air, as they rarely linger on the ground long enough to fall prey to one of your high-powered Adrenaline attacks.

After the area has been cleared, hack your way through the next gate into a valley that steps up to yet another stone gate. This valley contains four rather precocious Raiks that will cast Cluster, Summon Firewall, and some other nasty spells to keep you on your toes. Fortunately for you, you don't have to stay to fight them. Instead, run to the next gate, hack it down, and then move through the portal on the other side (see Figure 6.39). This will end the story and take you on to the next.

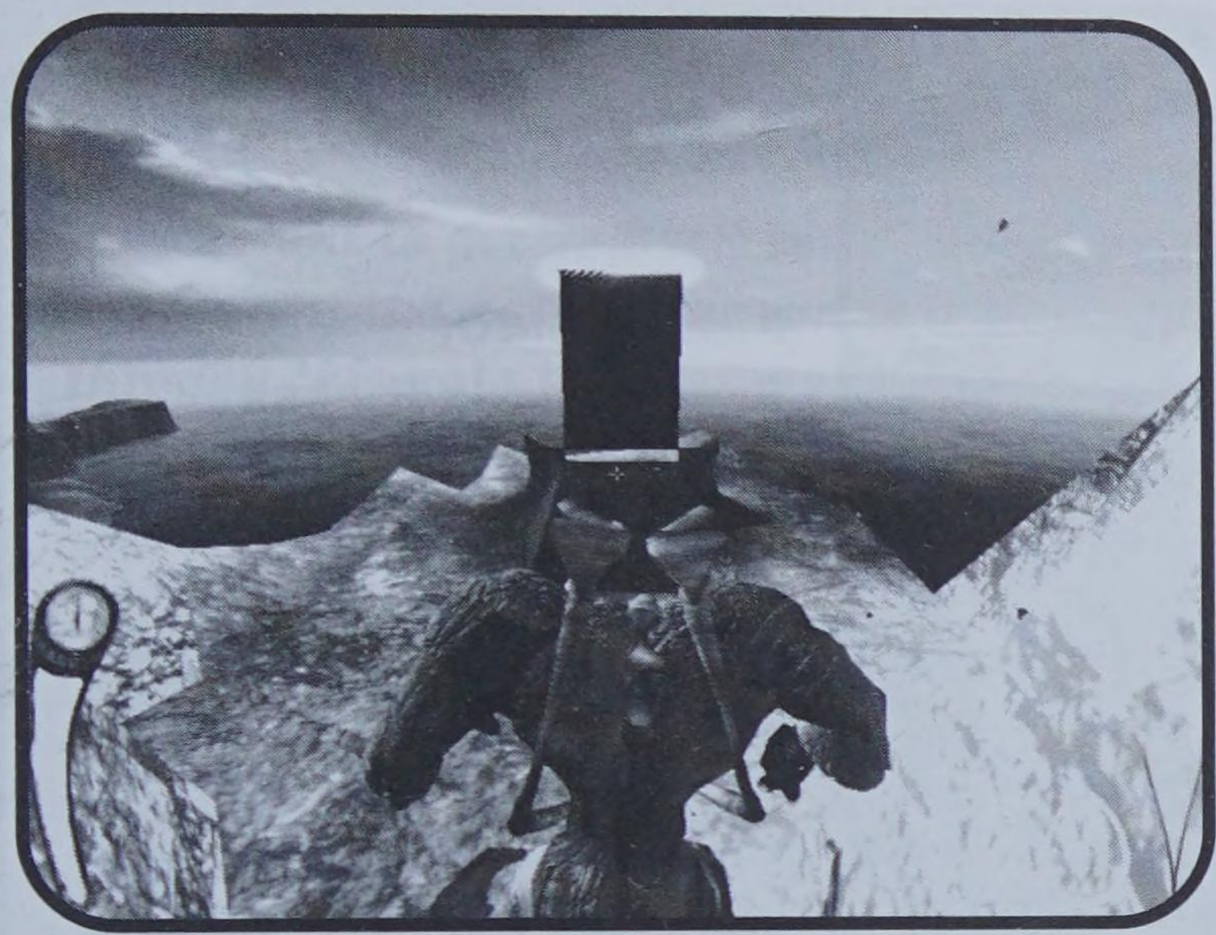


Figure 6.39:
This portal takes you to the next story.

Story Four: The Last Reaper Fortress

The pressure goes up a notch as you proceed into the next story. Now you're actually getting close to the end of the game, and the stakes have been raised accordingly.

Some really interesting fights await. This involves slamming your way through village after village defended by Barracks after Barracks. You won't make it through this story without feeling a bit like Godzilla in the streets of Tokyo.

Magnifying Glass II

Your first job as this mission begins will be to take out the Ripper Barracks to your right and the SAM Turret in front of you on the hill. Remove the Ripper Barracks (see Figure 6.40) from the landscape with a Butt Flop, a Belly Flop, or a Cannonball, then stomp on the Turret. To get up to the SAM, you'll have to carefully jump up (sometimes it takes two jumps) to get into position to scrunch it.

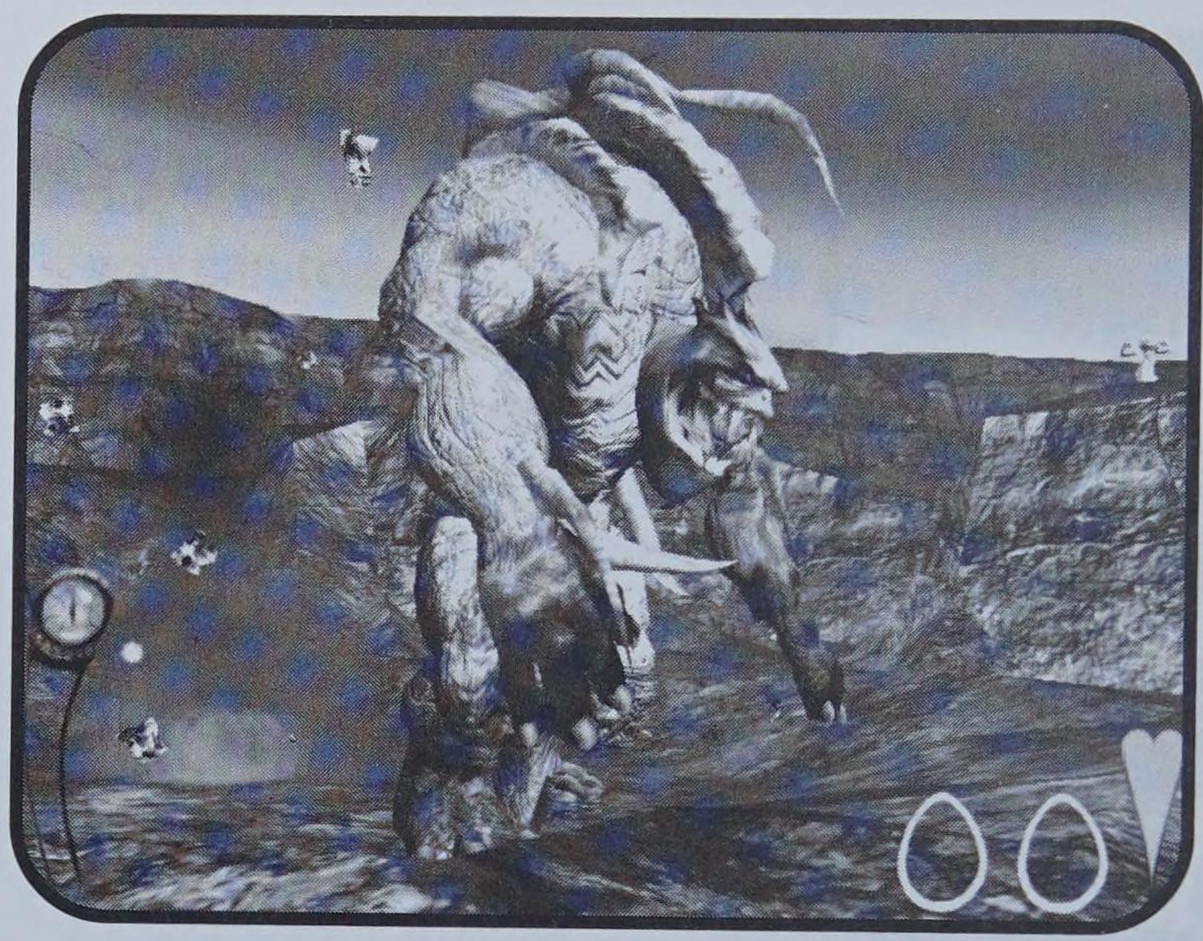


FIGURE 6.40:
TAKE OUT THE RIPPER BARRACKS AND ALL THE NEARBY RIPPERS WITH ONE GIGANTIC BLOW.

Climb to the top and you'll be able to look into the valley below. There you'll see a village and plenty of enemy forces. Move down and go to work on the enemy Barracks first. Of chief concern to you will be the SAM Turret to your left (see Figure 6.41) and the Tower with four Reaper Guards to your right. Both of these fortifications will pepper you with shots until you take them out.

FIGURE 6.41:
ELIMINATE THE TURRET AND TOWER TO GET RID OF THOSE PESKY MISSILES.

Grab a Smartie

If you want to get yourself some extra Smarties, *move to the left and head down the narrow canyon to a stone gate (see* Figure 6.42). *Smash through this gate to enter a small village with some nice* Evil Smarties *just waiting to be consumed so you can produce more* Offspring.

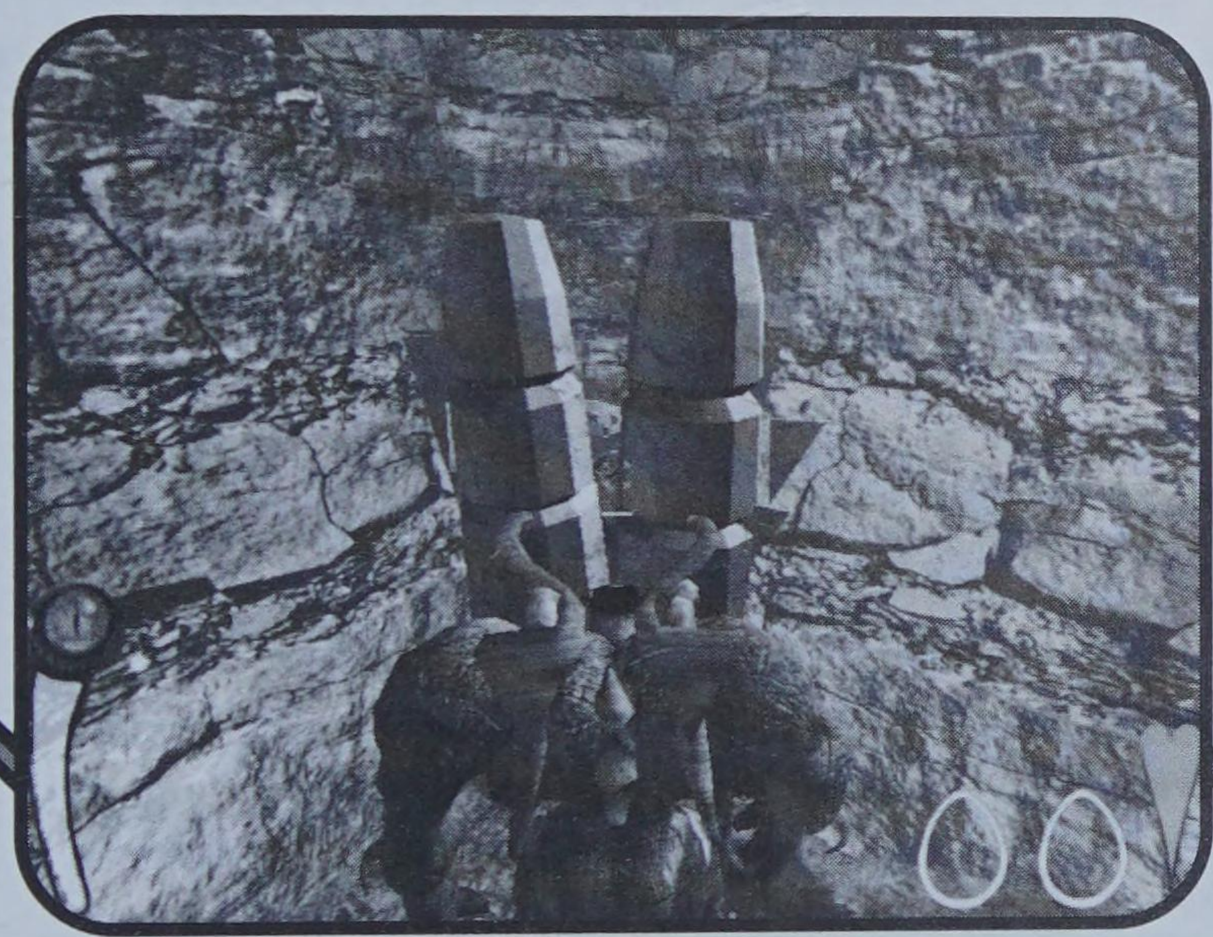


Figure 6.42: A hidden Smartie village can be found down this canyon.

Although the SAM Turret constantly launching missiles at you is annoying, the most important structure you need to eliminate is the Tower in the center of this area. Use a Butt Flop to demolish both it and its four inhabitants (see Figure 6.43). After the Tower has been tamed, turn your attentions to the Turret. The rest of the area requires the same "eat or be killed" tactics that you've used in past missions. Move around, eat whatever you can whenever you can, and use your Adrenaline-fueled attacks to crush enemy structures.

You'll have to work diligently to rid yourself of all the enemies in this area, but if you eat well, you should be able to survive the heavy attacks. Don't worry about the Reaper Launch Pads as they don't need to be destroyed, nor do they pose any immediate threat to you. When this area is clear, head down the canyon to the left (from where you came in) and move toward the Reaper Guards and the two Towers that await you there (see Figure 6.44).

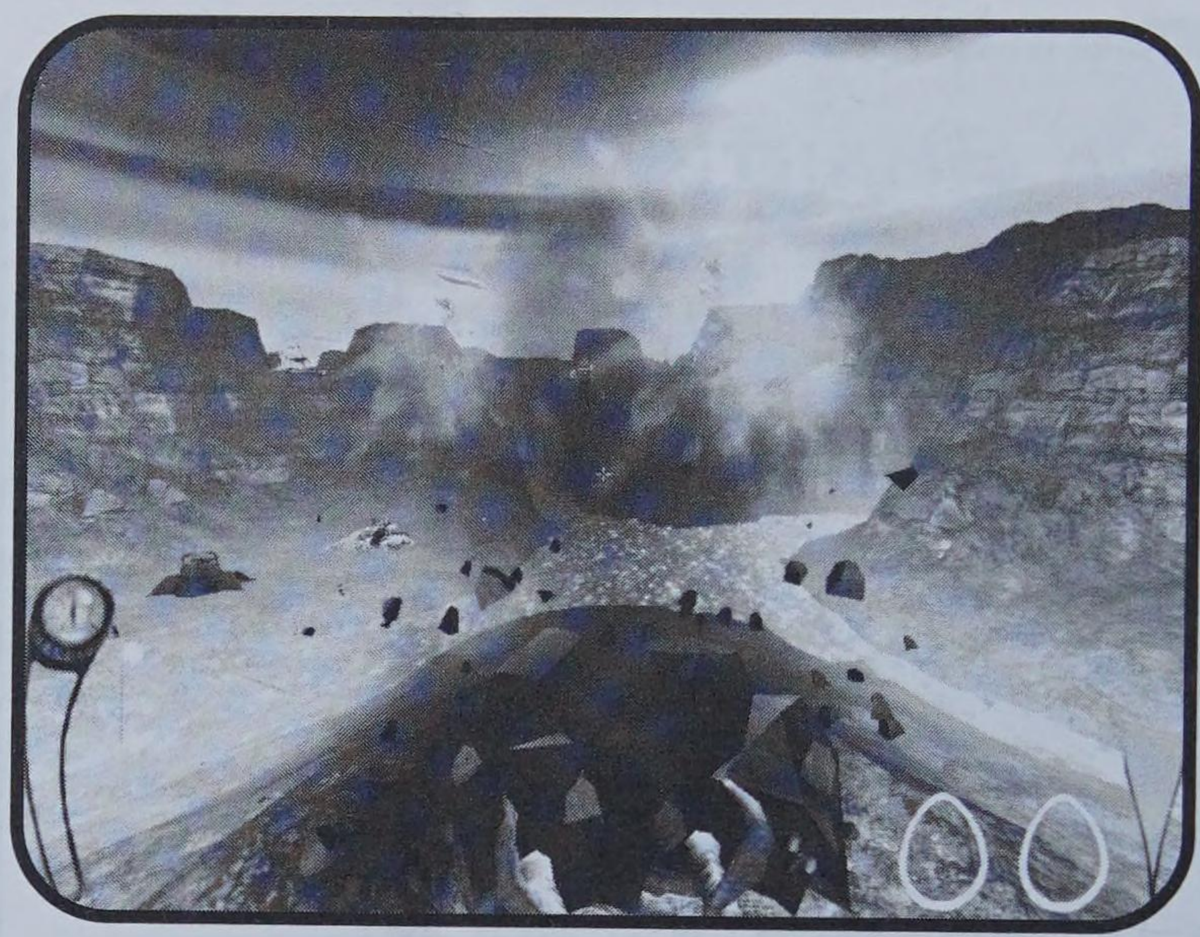


FIGURE 6.43:
DESTROY THE TOWER AND ITS REAPER GUARDS WITH JUST ONE BUTT FLOP.

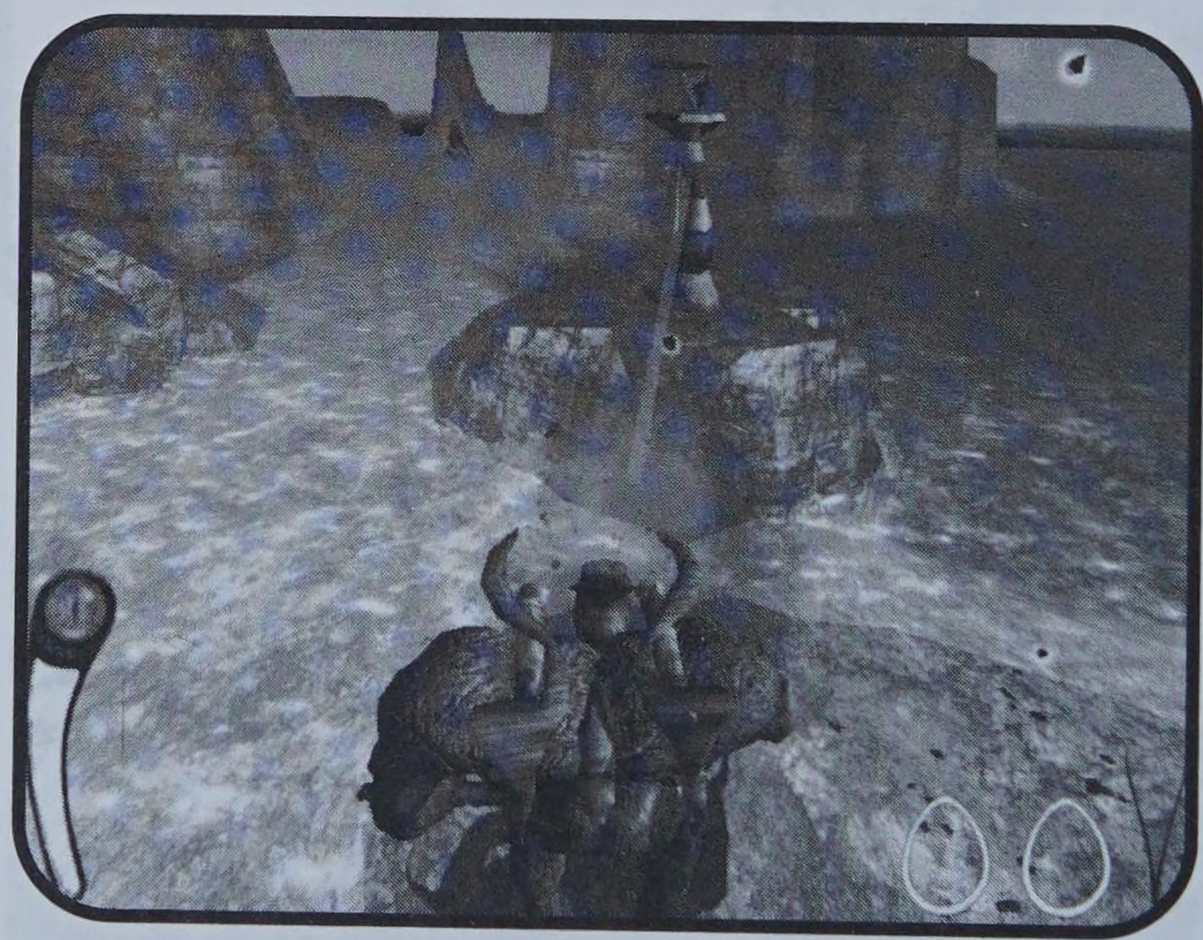


FIGURE 6.44:
YOU'LL BE FACED WITH REAPER GUARDS IN THIS AREA.

TIP

Don't underestimate the power of squishing your foes. Reaper Guards and Rippers can often be taken out simply by walking over them (one of the many advantages to being a giant).

Don't dally here. Smash the Reaper Guards and the Towers as quickly as possible or they'll shred you. Take care of the Reaper Guards and move into the area with the volcanic pillar in the middle. This column can be smacked to provide volcanic boulders that you can hurl at the Reaper Guards flowing from the Army Barracks beyond (see Figure 6.45).

Figure 6.45:
Use these volcanic rocks to lay waste to the oncoming Reaper Guards.

After you've had some fun slaughtering Reaper Guards, charge your Adrenaline to red and then crush the Army Barracks out with a Cannonball. When the Barracks has been destroyed and you've mopped up the enemies nearby, move up and grab the Magnifying Glass that you're presently in need of (it sits just behind the location of the former Army Barracks). When this helpful device is yours, retrace your steps to the central area. Turn to the right (from the direction you entered the valley) and move down the narrow canyon shown in Figure 6.46 to the gate at the end. Break through the gate to reach the next area.

Figure 6.46:
Proceed through this canyon and smash another gate.

A large group of Reaper Guards and Raiks bent on your destruction are waiting on the other side. In this wide-open area, it's best to keep

moving to avoid the various missiles and Raik spells that will be aimed at you (see Figure 6.47). Keep running and do your best to crush or scoop up enemies to eat. After the area has been cleared of Barracks and enemies, move into the mountains to the right where you'll find a glass gate. Burn through it with the Magnifying Glass to leave this mission behind.

FIGURE 6.47: GETTING SET ON FIRE BY RAIKS REDUCES YOUR HEALTH VERY QUICKLY.

THE LAST REAPER BASE

Welcome to a bloodbath. Destroying the Reapers' last army and base is next on the menu, and as you might expect, this will involve a tough battle right to the bitter end. You'll really be able to use Kabuto's awesome powers to show the Reapers who's the boss here.

TIP

Never stop moving in this enclosed area because you'll have many enemies firing on you at once. Don't forget that running over enemies will kill a certain number of them, so you don't necessarily have to use attacks to thin out their ranks while charging your Adrenaline attacks.

Begin by moving past the glass gate (or where it was) and jump across the wide chasm to reach an area with palm trees (see Figure 6.48). This next part is very difficult indeed. An Army Barracks and a smaller Barracks are situated in the area below you (just ahead from where you jumped), but don't move to the edge where you can see them, unless you really want to come under enemy fire.

Charge your Adrenaline to full and then run forward quickly, jumping down into the area just in front of the Barracks. There you'll find a large group of Reaper Guards just breaking formation. Use a Cannonball or similar attack to flatten as many of these creatures (and the Barracks if you can) as possible with this initial attack. You'll now be fiercely attacked from all sides. Run around quickly, stomping on enemies as fast as you can (see Figure 6.49). Don't take the time to eat them, as you'll sustain too much damage while you're vulnerable.

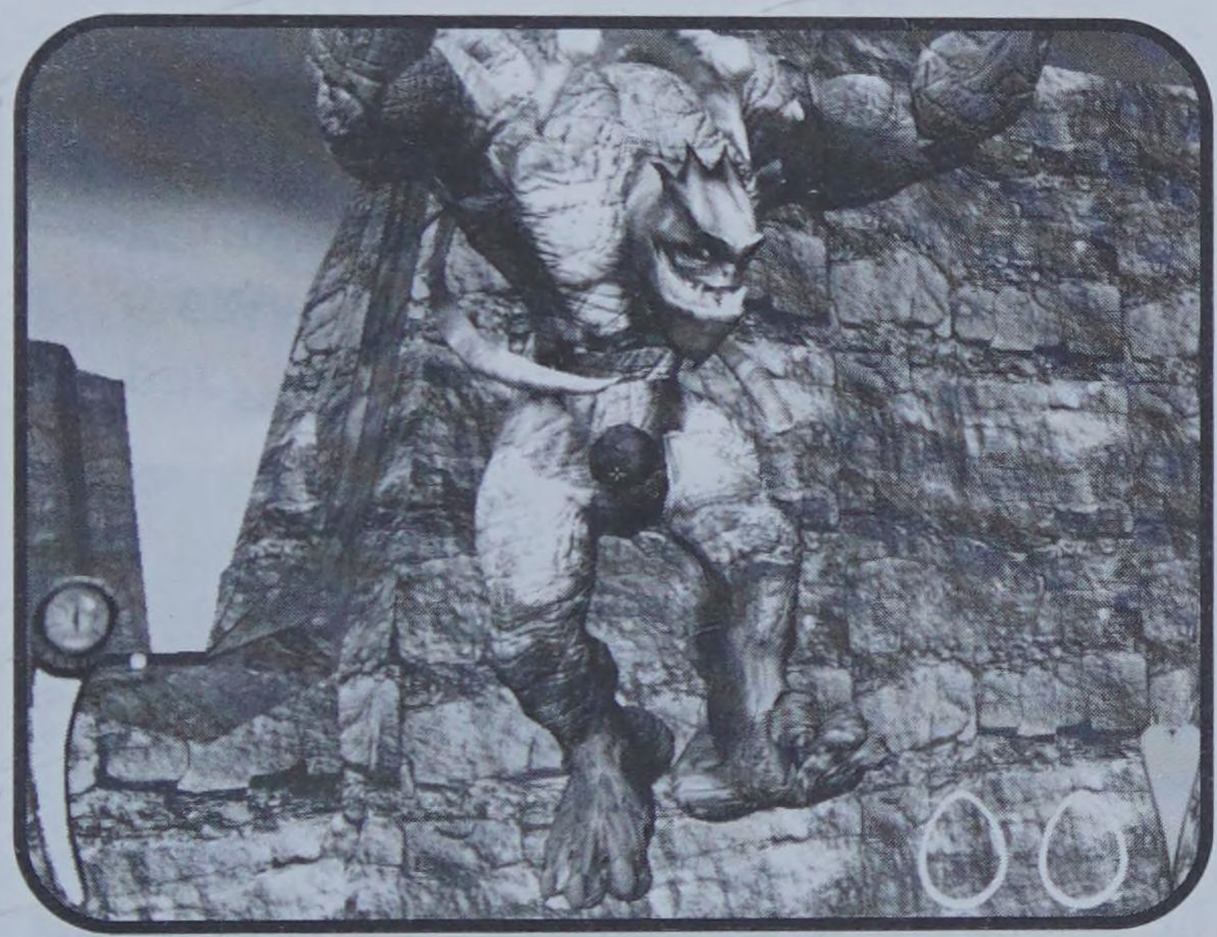


Figure 6.48:
Hit this tough jump while running.

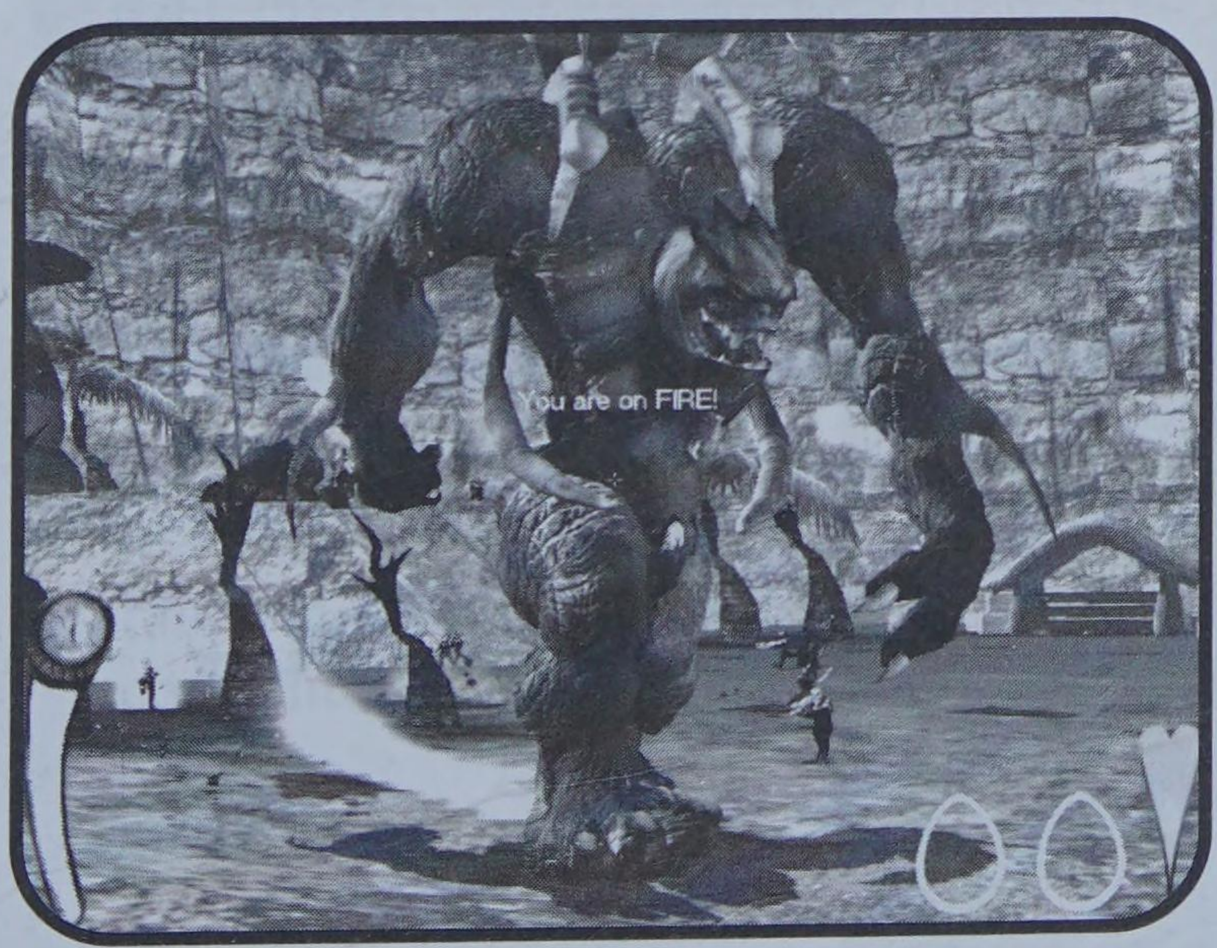


Figure 6.49:
The mob of enemies here will keep you from enjoying a quiet meal.

This is a very tough mission, requiring that you keep your wits about you at all times. Every time your Adrenaline recovers, send it into the red again and use your skills to take out the remaining Barracks and defen-

sive structures of the Reapers (see Figure 6.50). After the structures are gone, gather up the rest of your enemies and eat them to replenish your health. When the big guy is sated, smash through the gate to get to the final mission of this story.

FIGURE 6.50:
GET RID OF THE STRUCTURES FIRST, THEN WORRY ABOUT EATING THE REST OF THE REAPERS, RIPPERS, AND RAIKS.

EXIT PORTAL II

Proceed past the gate until you find a narrow walkway. Follow this path into the canyon. You'll meet little or no resistance in this area. Eventually you'll come to a gate on your right. Bash your way through it to reveal a village with plenty of Smarties (see Figure 6.51).

FIGURE 6.51:
SMARTIES IN THIS VILLAGE CAN BE USED TO CREATE OFFSPRING.

TIP

Whenever you come to a Barracks and you see Reaper Guards, Rippers, and Raiks, always go for the Raiks first because their magic has the most potential to destroy you.

Gobble up a couple of Smarties so that you can get Offspring for yourself. Lay the Offspring eggs and then head down the canyon to the first of many Barracks that you'll face in this mission. Use your full-bore Adrenaline attacks to take the Barracks out one at a time. Cannonball is a great weapon to use here. Raiks, Reaper Guards, and Rippers will attack, but your raw power will overwhelm them in short order (see Figure 6.52).

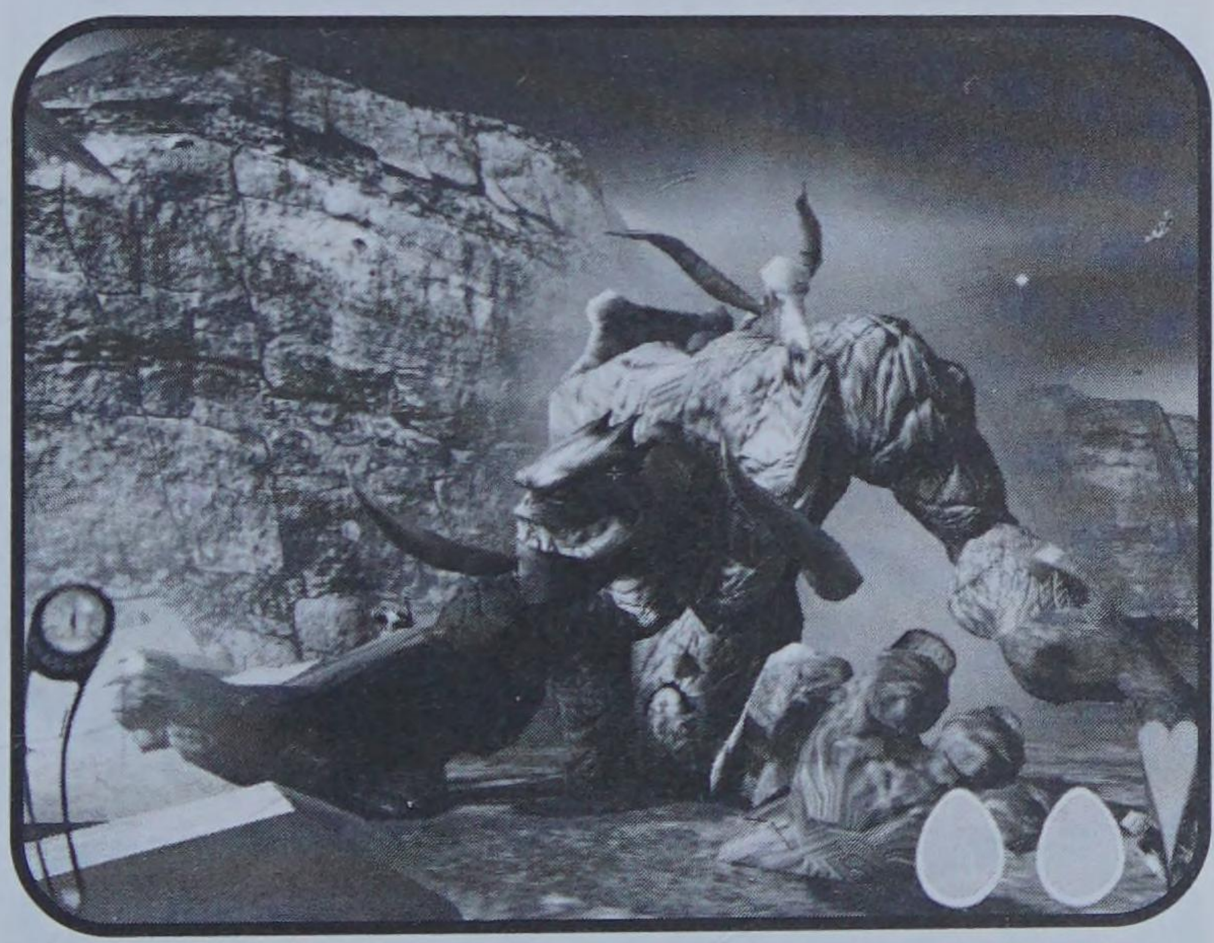


Figure 6.52: Kabuto's Adrenaline attacks are no match for the enemy Barracks along this route.

Continue to move along, eating enemies as you go. Take the Barracks out one at a time with Butt Flops or Cannonballs. At the top of the mountain, you'll find the portal you're looking for—run into it to reach the final confrontation (see Figure 6.53).

FIGURE 6.53:
GO THROUGH THIS PORTAL AND YOU'LL ENTER THE LAST STORY OF THE GAME!

STORY FIVE: CITIZEN KABUTO

This is it, this is why you played through the game in the first place – the final Story is now at hand. You will have to get a Magnifying Glass and fight through Kabuto's defenses on this spectacular island before you can fight Citizen Kabuto (the real Kabuto), and then...well, you'll see. Get ready for some rock 'em, sock 'em action in this Story.

CITIZEN KABUTO

Your job now is to get to Kabuto for the showdown, but first you'll have plenty to slog through as you work your way through Kabuto's very spectacular island. Begin by heading down the ramp into the canyon below (see Figure 6.54).

Soon you'll come up to several Raiks that are waiting to attack you as you move through the canyon – take them out by eating them one at a time (Mmmm, tasty). After the Raiks, you'll come to a large archway that's guarded by Rippers (see Figure 6.55). Either eat or stomp on them, then move through the archway to the next area.

In the next area, you'll have to deal with Reaper Guards and Raiks (as well as two Barracks). The Raiks will be up to their old tricks, slowing time and shrinking you, so move quickly by running to Cannonball the Barracks by the gate before those Raiks can sink their spells into you (see Figure 6.56). After the first Barracks has been taken out, move around and eat the Raiks, then use an Adrenaline-inspired attack to take out the last Barracks.

Figure 6.54:
Move down the ramp into the canyon below, and don't let the lightning strikes throw you off, they're only for show.

Figure 6.55:
Make short work of these Rippers guarding the archway.

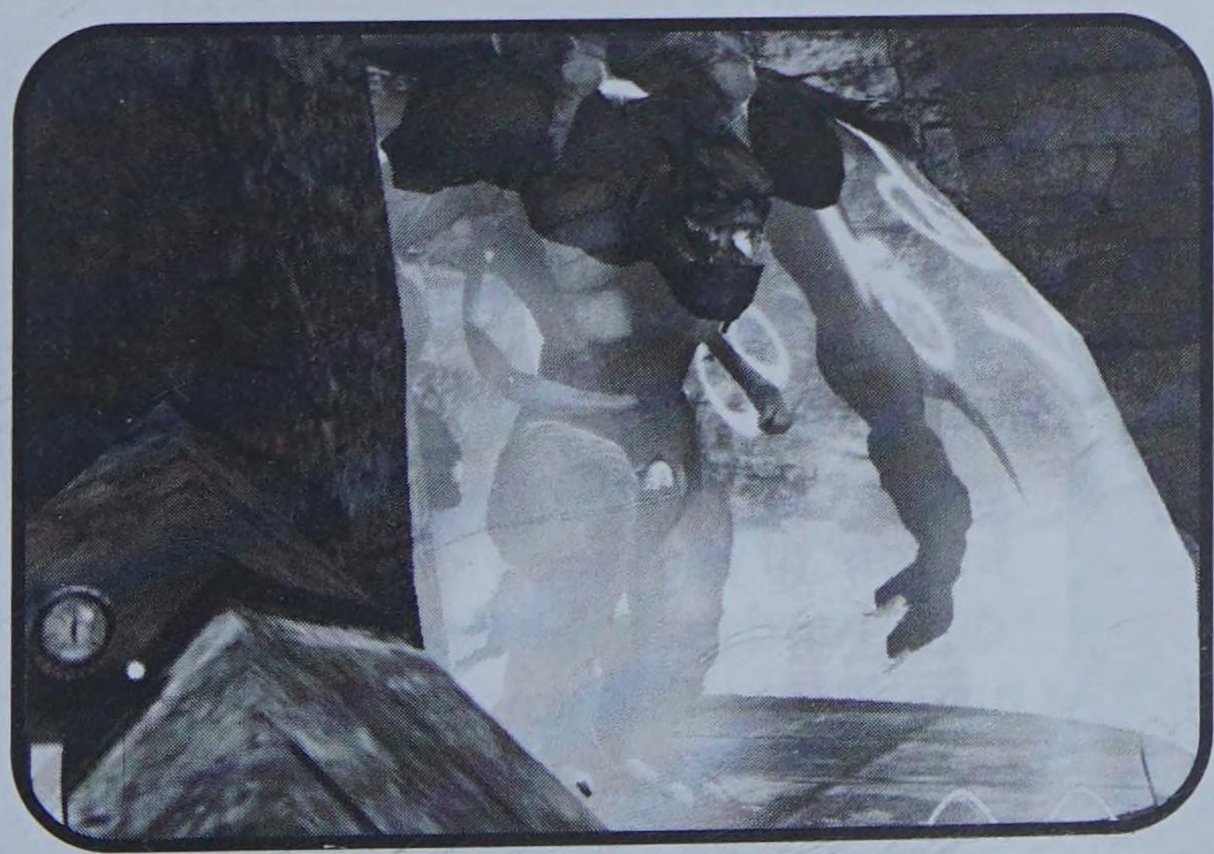


Figure 6.56:
The Barracks must be destroyed, but beware of Raiks casting spells on you.

After you smash through the gate, you'll find four consecutive stone gates in front of you running across a large open area. It doesn't matter which gate you smash through as you'll end up in the same area either way. Smash through the gate and then charge up your Adrenaline for an attack to take out the Barracks on the right, then the Reaper Launcher on the left (Figure 6.57). After those two nasty buildings have been crushed, you can grab yourself a few Volcanic rocks from the pillar in the central area and use the rocks to smoke any remaining enemies.

FIGURE 6.57:
NOT SURPRISINGLY, YOU'LL HAVE A COUPLE OF STRUCTURES TO TAKE OUT, BUT BEWARE OF THE REAPER LAUNCHER BECAUSE IT'S FUNCTIONAL!

NOTE

There's plenty of carnage that will be happening here, so be sure to mop up any extraneous enemies before following our directions to move on. Indeed, it always pays to eat up enemies to boost your health before tackling the next obstacle or heading to the next area.

The Magnifying Glass can be found in the small village to the left of the gates, but it's defended by a Ripper Barracks that you should take out with a Butt Flop. When the village is clear, move on in and smash the crystal to get the Magnifying Glass – it'll come in handy very soon. Leave the village and you'll notice a series of small villages up on the hills straight in front of you (see Figure 6.58). Head on up and grab the Smarties that are up there so that you can produce some Offspring.

Figure 6.58:
These cliff-side villages have Smarties in them.

Move up into the hills beyond the villages and take out the Barracks there with a Cannonball. Of course, once the Barracks is destroyed, you'll have to contend with a group of Missile Launcher-toting Reaper Guards on the ridge above you (see Figure 6.59). Be careful to dodge their attacks as you move toward them. An Adrenaline attack of some sort will usually take these Reaper Guards out with one slam.

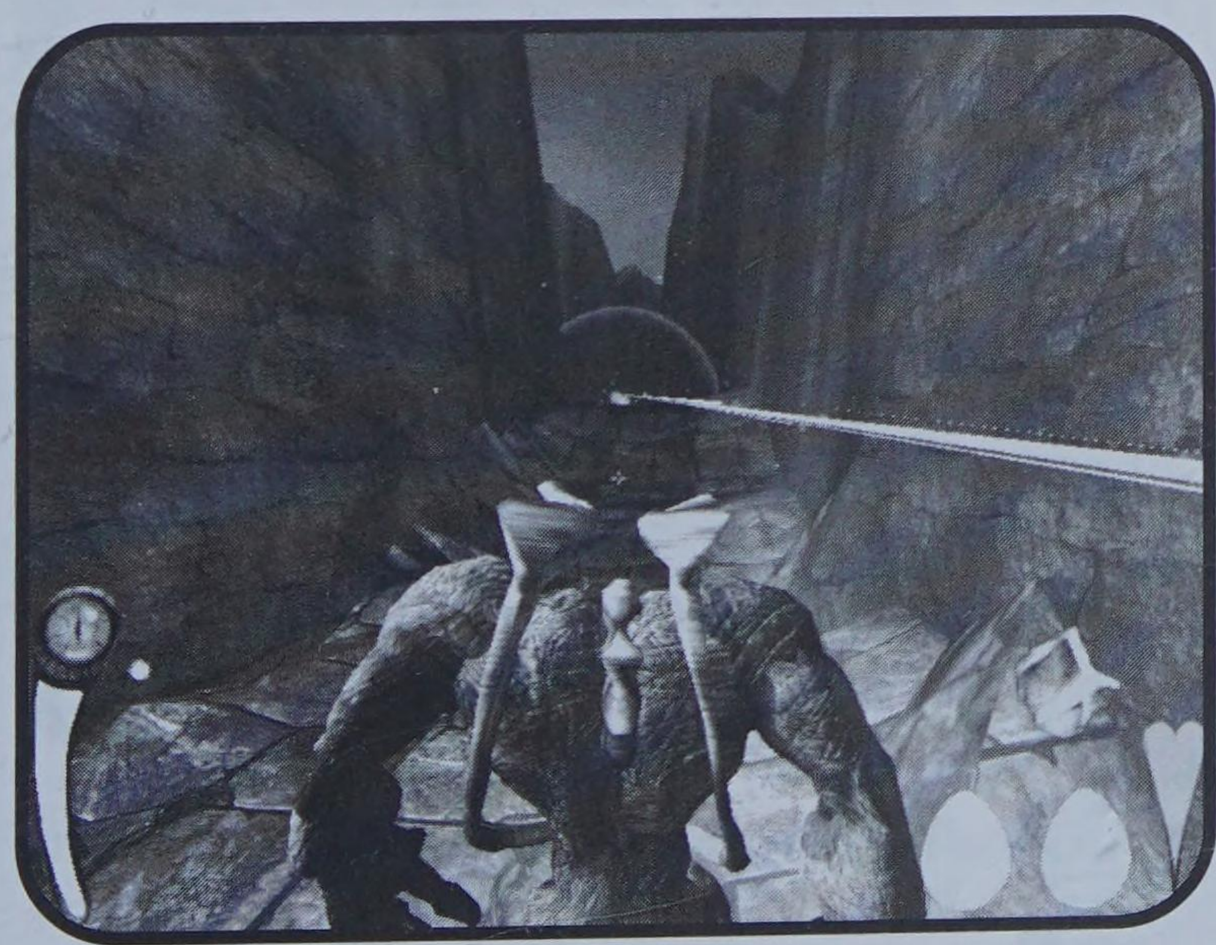


Figure 6.59:
Dodge the incoming missiles as you work your way toward the Reaper Guards.

Keep working your way through the canyon – destroying Reaper Guards as you go – until you reach a village with Smarties in it. Go ahead and stock up on Smarties for your Offspring if you haven't already, then continue through the canyon. You'll come up to a large archway that's

guarded by a Reaper Launcher, several Raiks, and a stone gate (Figure 6.60). Use a Cannonball to take out the Reaper Launcher, then move to eat the Raiks as fast as you can because they'll shrink you, set you on fire, or slow time on you faster than you can say Queen Sappho. Smash through the stone gate to get to the next mission.

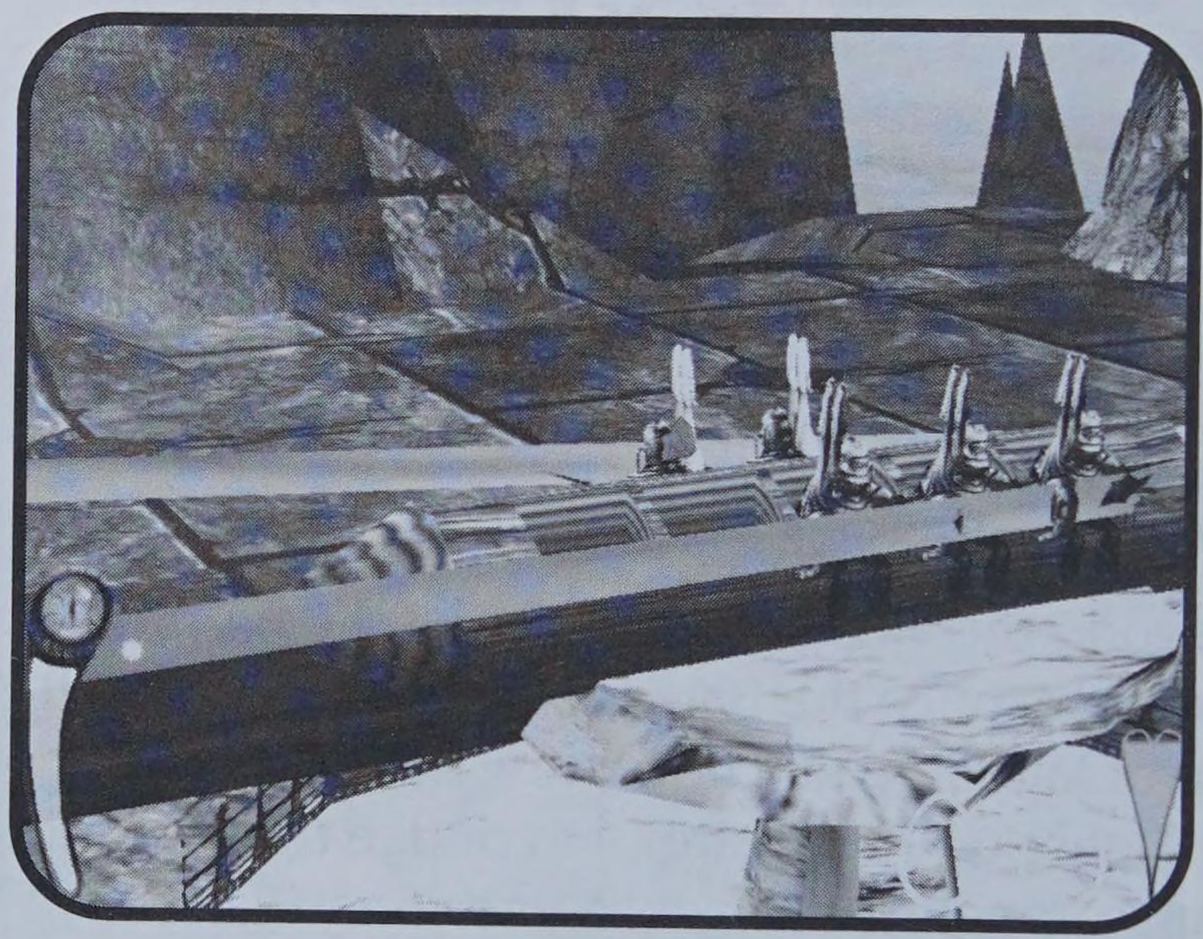


FIGURE 6.60: TAKE OUT THE REAPER LAUNCHER FIRST, THEN GO AFTER THE RAIKS.

KABUTO SEWERS

As soon as you begin this mission, you'll have three Reaper Guards on a hill in front of you opening fire as fast as they can. Jump up to their location and take them out with extreme prejudice. Keep moving up the hill until you get to the area with the Barracks and the Reaper Launcher. Take the two structures out (see Figure 6.61), then hit the volcanic pillar so that you can get yourself some rocks to throw at the enemy installation below you.

NOTE

Avoid the spikes in these areas because if you bump into them, you'll damage yourself needlessly.

Hurl the rocks at the installation that's just to your left as you move a short distance down the ramp. You might as well just stay here and hurl rocks until all the structures have been destroyed (see Figure 6.62) because this is a lot easier and safer than going down there and doing it

yourself. Once you're satisfied with the degree of damage your rock hurling has inflicted, you can move down the ramp and finish off any remaining enemies.

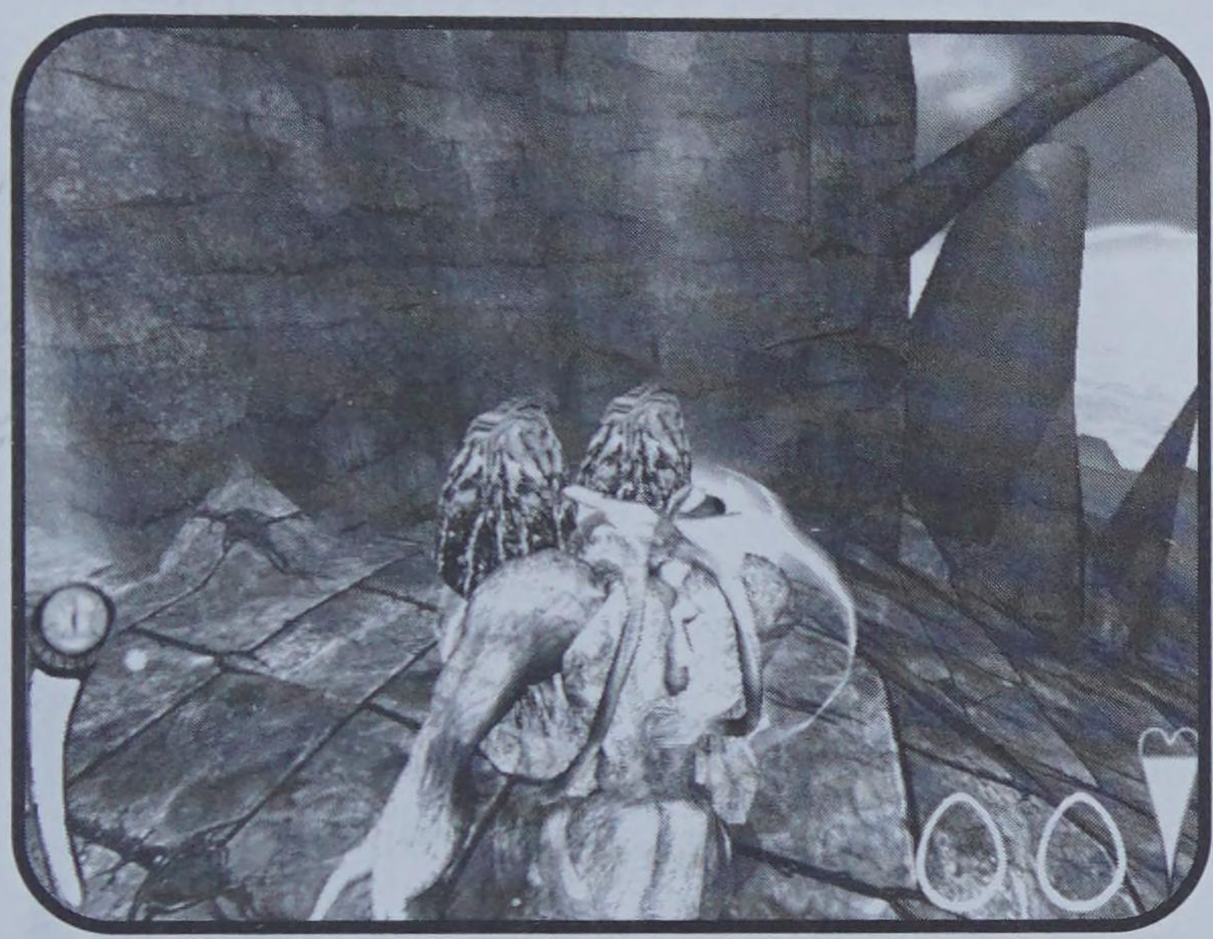


Figure 6.61:
Take out the enemy structures, then get some rocks to hurl.

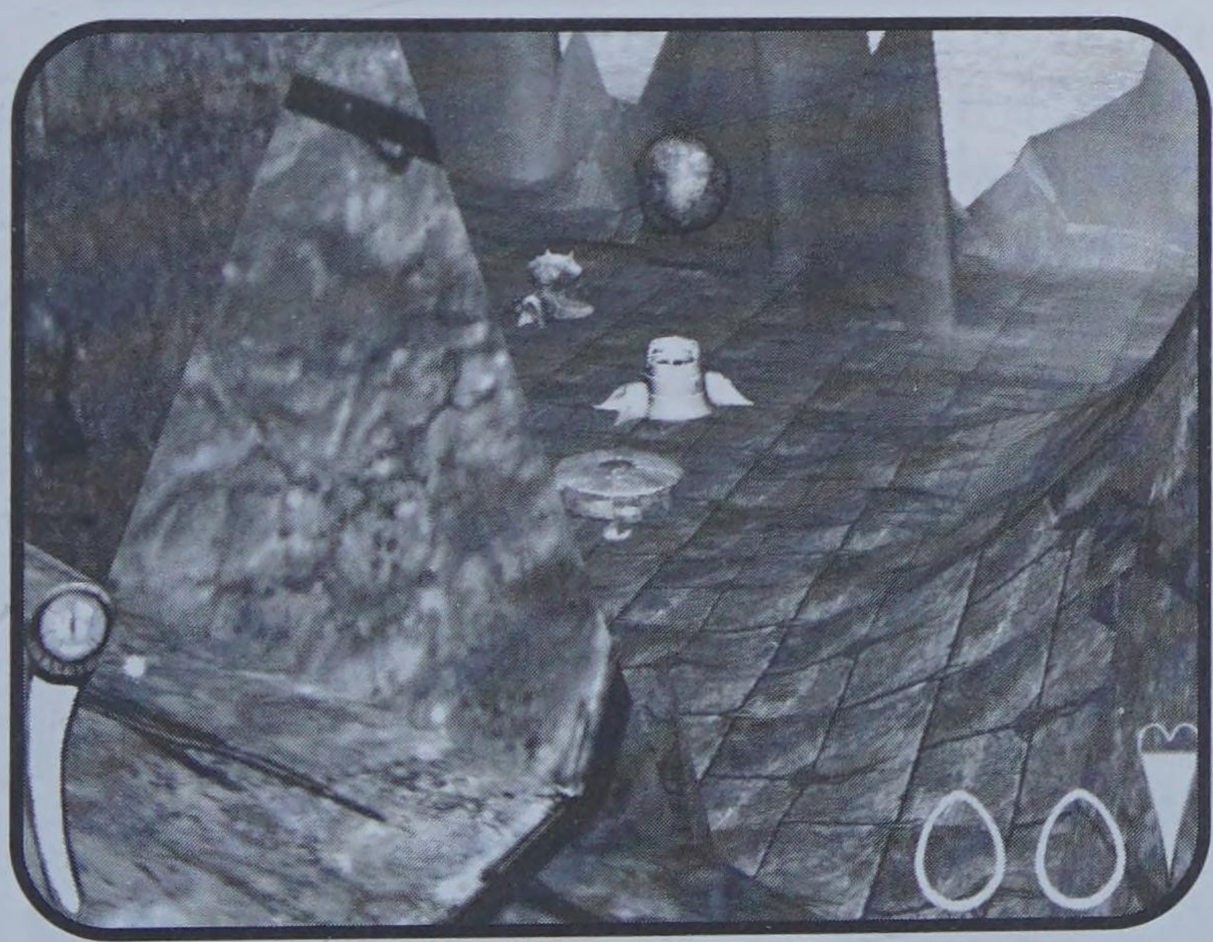


Figure 6.62:
Use the volcanic rocks to do the work for you.

In the area below, you'll find another crystal to smash to get yourself a Magnifying Glass. Then move around the corner to the left and over the water-covered walkway to find yourself strolling toward a castle-like structure. Inside you'll find spikes hanging from the ceiling as well as some Turrets. The key structure you'll need to take out is the tower that's right in front of you, because the Reaper Guards on it can do a lot of damage to you (see Figure 6.63).

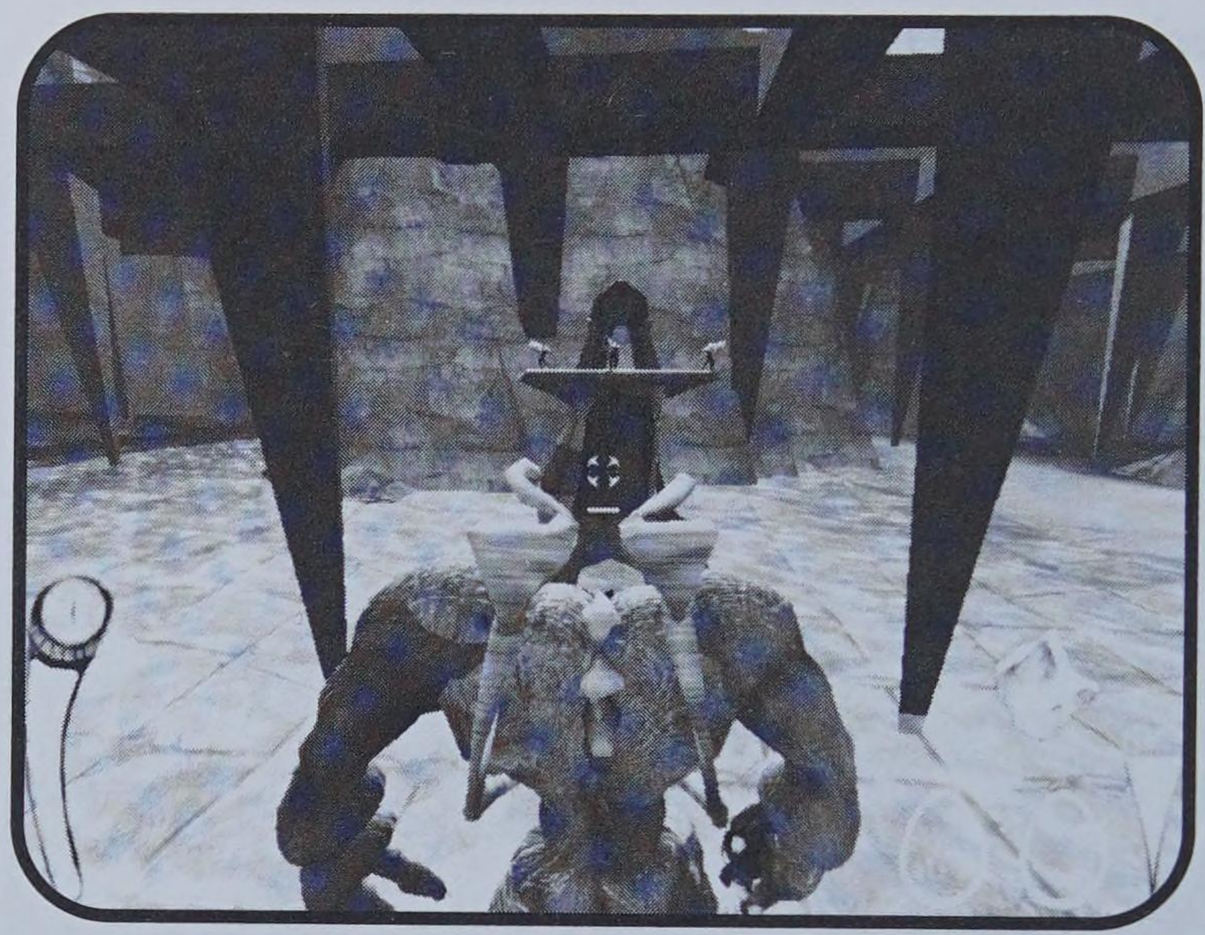


FIGURE 6.63:
DESTROY THE TOWER, THEN MOVE TO THE RIGHT.

After the tower's been destroyed, head to the right, then move to the stone gates and smash them down to get to the next mission.

CLIMB TO BIG FIGHT

As you move through the next spiked area, you'll come across several Raiks. We recommend that you grab the Raiks and eat them as quickly as you find them, for a Raik in your tummy can do you no harm. Move through the spiked room to the exit on the left, then proceed up the long ramp and get ready to use an Adrenaline attack on the Reaper Launcher at the top of the ramp (see Figure 6.64).

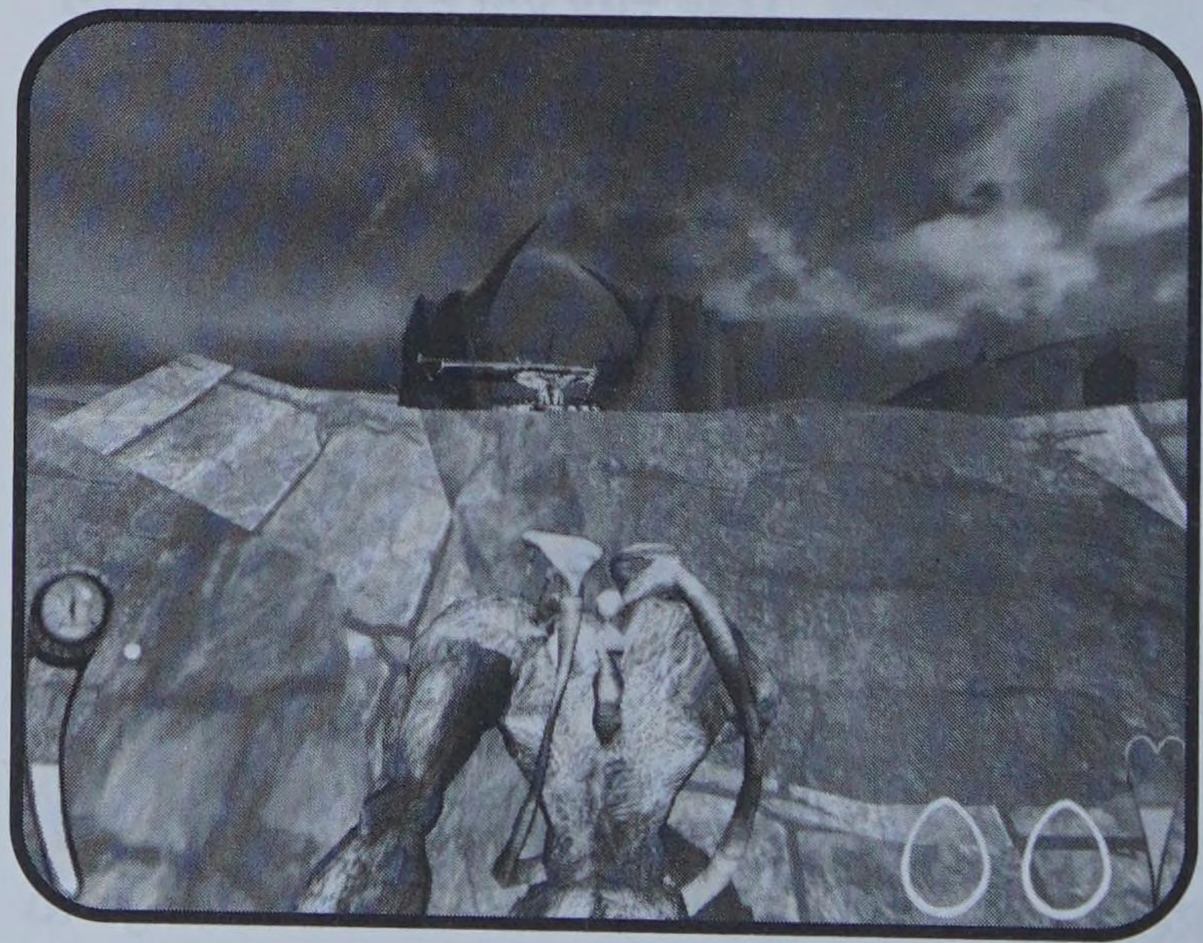


FIGURE 6.64:
MOVE UP THE RAMP AND TAKE OUT THE REAPER LAUNCHER ON TOP.

As you move up the Ramp, you'll likely also run into Reaper Guards flying in formation in the air. You can take these Reaper Guards out with your Magnifying Glass (now that you have one), so don't be afraid to put it to good use (see Figure 6.65). You'll also have two more Reaper Launchers to eliminate as you move up the step-like pathway to your right. Take them out and eat as many Reaper Guards as you can to keep your health up.

Figure 6.65:
Use your Magnifying Glass to take out airborne Reaper Guards.

At the top of the pathway, you'll have to take out a Tower, a Ripper Barracks, a Reaper Barracks, and several Turrets. If you aim for a central turret and do a Cannonball, you'll often take out all the structures in one shot, and at the very least you'll damage them all substantially. When all of the enemies are dead, you can move over the narrow bridge like walkway to your right (see Figure 6.66), this will take you to a set of stone doors leading to the penultimate battle with Kabuto.

Figure 6.66:
Move over this narrow bridge like structure to get to Kabuto.

DEFEAT KABUTO

You've made it! Now it's time to fight Kabuto as one giant to another. After the gate has been destroyed by the Magnifying Glass, you'll face off against Kabuto himself (see Figure 6.67). Interestingly, however, Kabuto will fall after you hit him just once!

FIGURE 6.67:
KABUTO FALLS QUICKLY, BUT HE'S NOT DEAD! DON'T TRUST HIM, HE'LL GET UP AND KICK YOUR BUTT IN A SECOND.

Kabuto, however, is feigning death. He'll quickly get up and toss you aside. You will then turn back into Delphi, and the realization that you'll have to fight Kabuto without a giant comes home to you. Fortunately, Yan brings Baz with him, and it becomes clear that it's Baz who must defeat Kabuto on his own (see Figure 6.68).

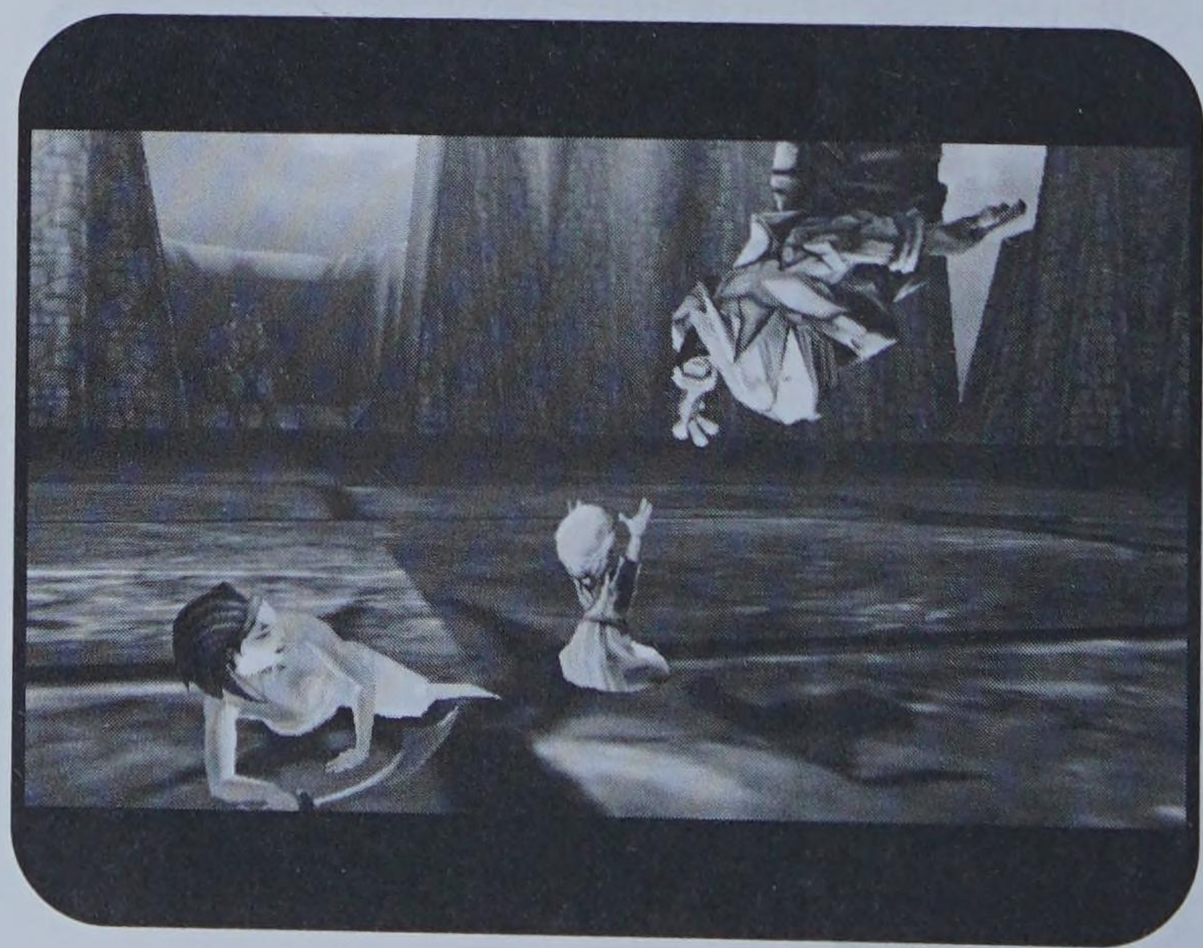


FIGURE 6.68:
BAZ AND YAN SHOW UP, AND IT QUICKLY BECOMES CLEAR THAT BAZ MUST DEFEAT KABUTO BY HIMSELF.

No...Defeat Kabuto!

This time it's for real, you really must fight Kabuto with Baz, and this time if you can kill him, you can reap the rewards that come with defeating a great game like this. To win, you must hit Kabuto in his weak spot, which is difficult to get at, but with your Zoom Mode you should be able to squeeze off a couple of RPG shots that will hit him where it counts (see Figure 6.69).

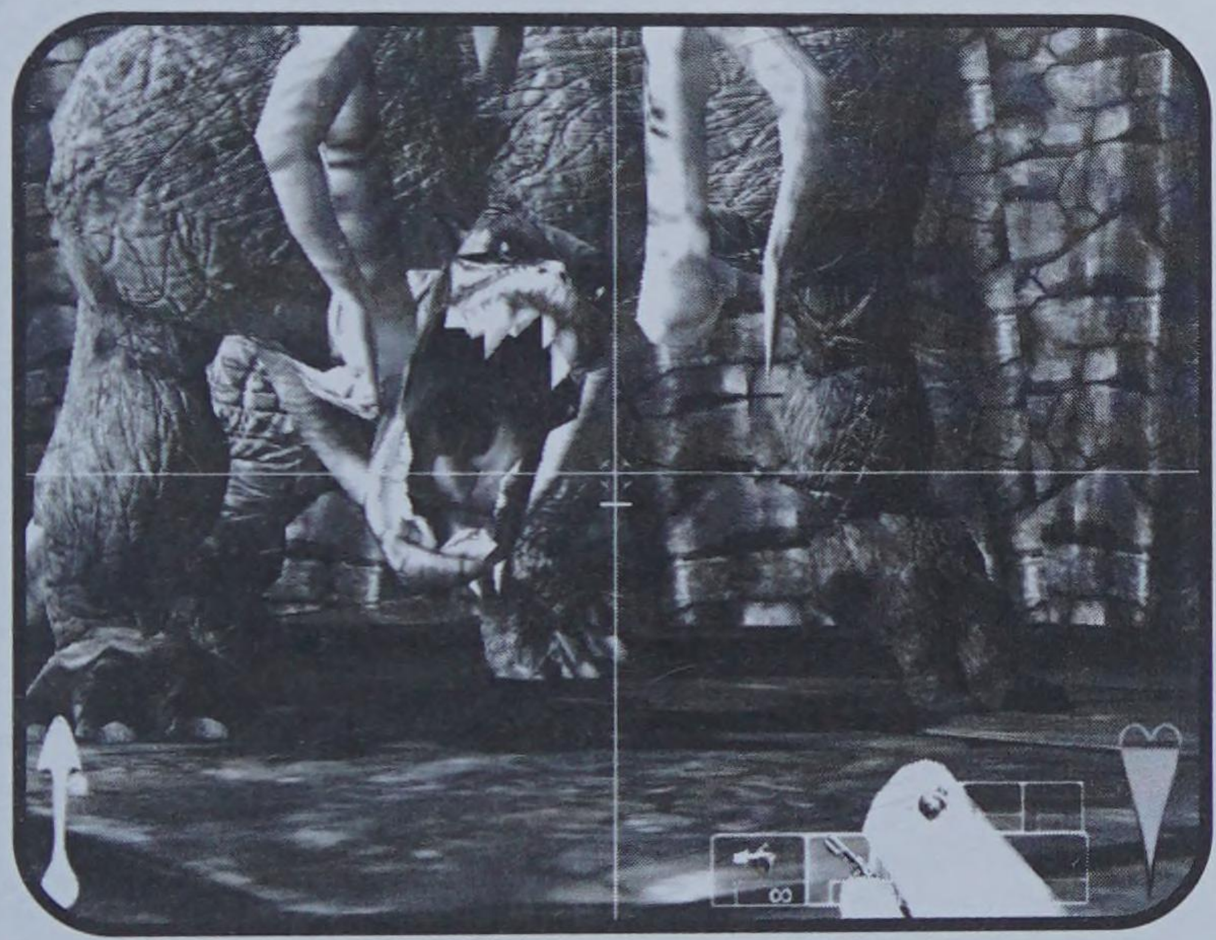


Figure 6.69: Use your RPG to hit Kabuto from afar in the Weak Spot.

NOTE

If Kabuto gets too close to you, he'll grab you and squish you like a bug, ending your attempt to defeat him. For this reason, always, always, always stay as far away as you can, even if you think getting very close will give you a kill shot – it's usually not worth it.

Kabuto will constantly be jumping at you, and he can do it very quickly. To avoid getting smoked by him, you'll need to jump to the side and use your Jetpack (with Nitro Boost) at the same time (see Figure 6.70). Kabuto may also jump up to a ledge above you and throw rocks at you. If this happens, use the side-to-side motion with aggressive nitro-Jetpacking tactics to avoid taking splash damage.

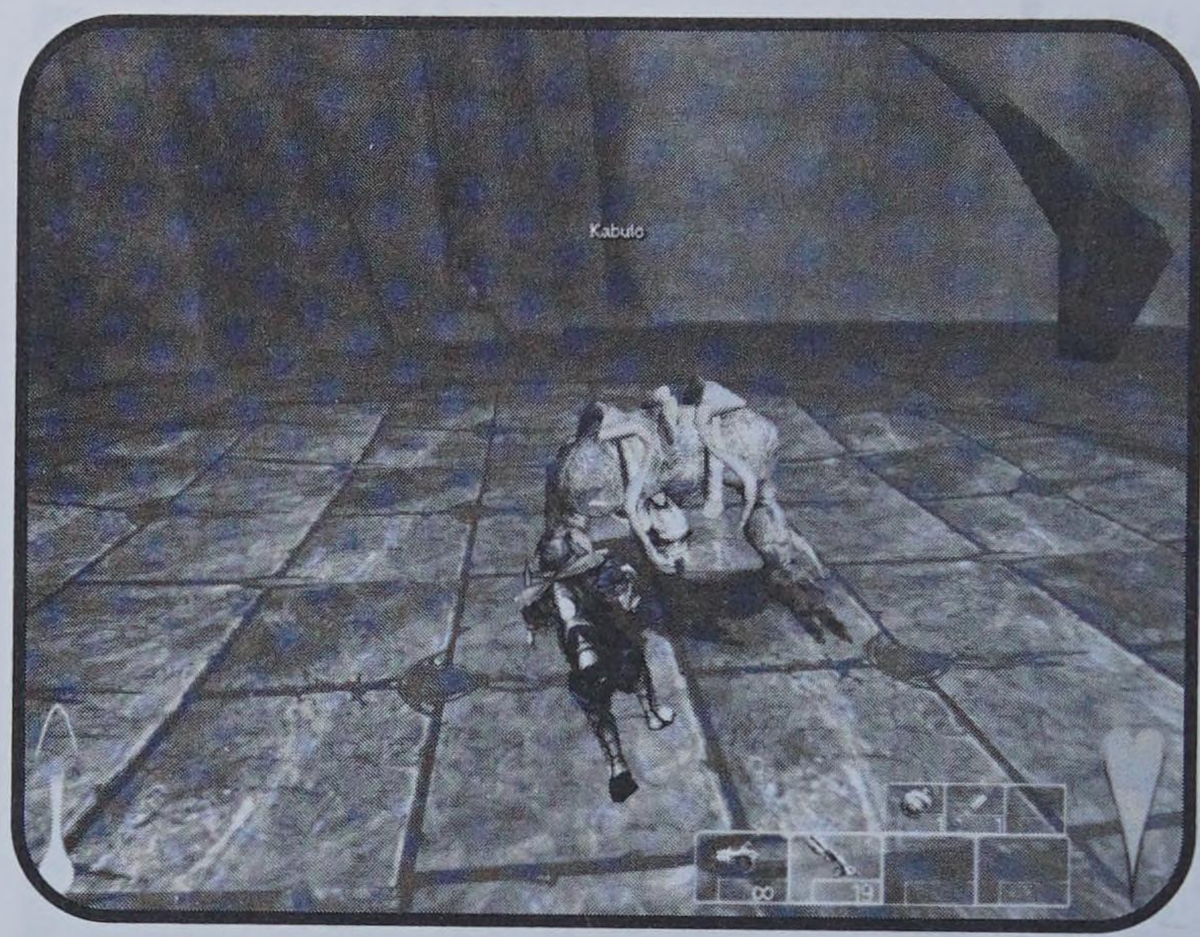


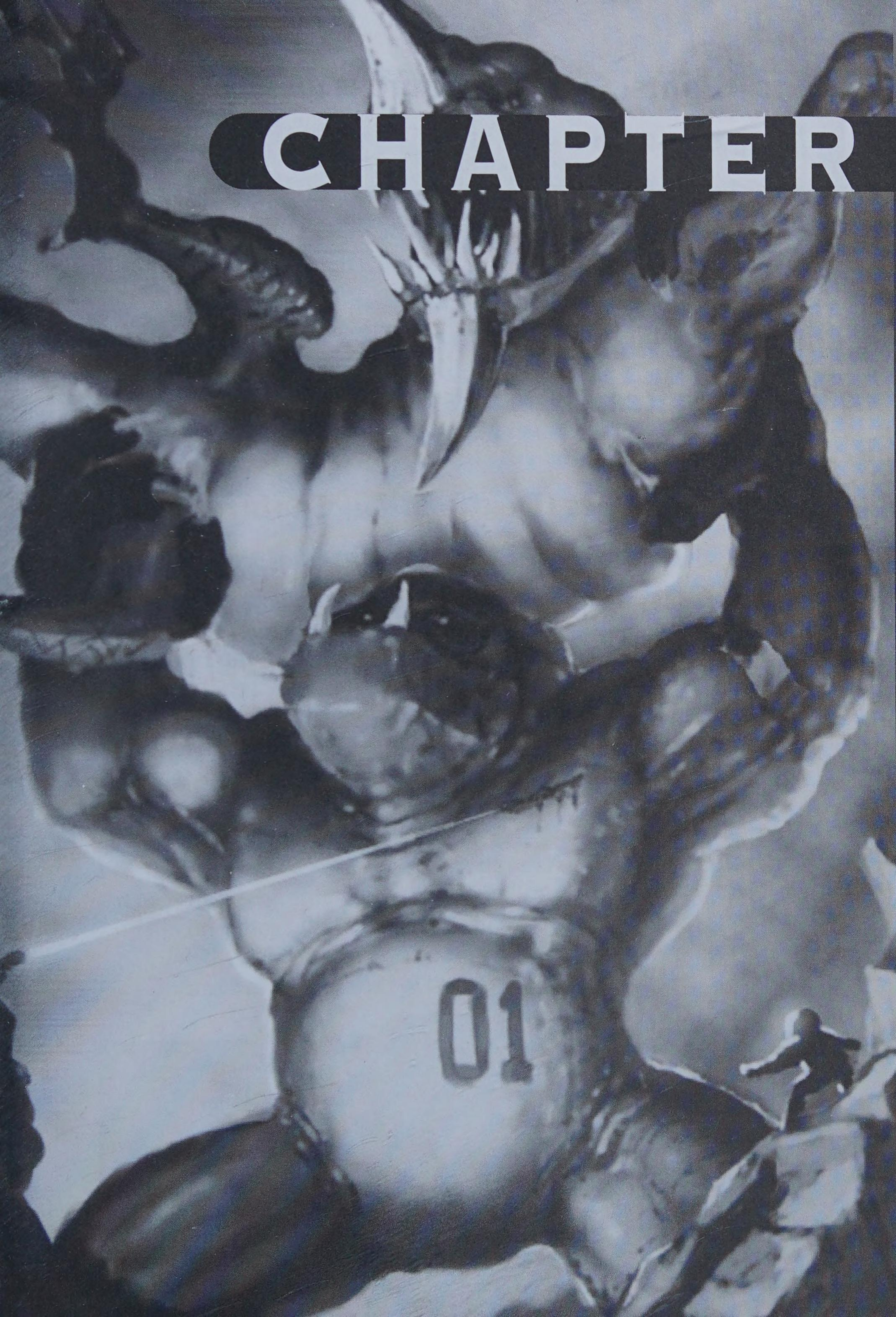
FIGURE 6.70:
USING YOUR JETPACK AGGRESSIVELY TO STRAFE FROM SIDE TO SIDE SHOULD ENABLE YOU TO STAY AWAY FROM THE BIG GUY.

If you run out of RPG ammunition, the Pea Shooter *will* be enough to finish Kabuto — you'll just have to land a few more shots in his weak spot than you would've had to with the RPG. When Kabuto dies (see Figure 6.71), the game is over, and you'll be treated to a lengthy cinematic sequence that wraps things up quite nicely. Congratulations!

FIGURE 6.71:
WHEN KABUTO DIES, YOU'VE WON! THE COOL CINEMATIC CONCLUDES THE STORY NICELY, AND THEN IT'S ON TO MULTIPLAYER!

CHAPTER 7

Multiplayer



Sure, Giants: Citizen Kabuto is an incredibly fun game with a hilarious story, but it also boasts fantastic multiplayer capabilities that enable you to take all of the tactics you've learned in the single-player campaign and put them to use fighting your friends. Giants enables you to fight Mecc vs. Mecc, Mecc vs. Reaper, Reaper vs. Reaper, or in a three-way with Kabuto, Reapers, and Meccs together! Add to this the three different main types of games (Deathmatch, Capture the Smartie, and Base Building) and the two variants of each game type and you'll see that there's plenty to keep you busy (see Figure 7.1). This chapter will cover some of the information you'll need to know to be successful in multiplayer action.

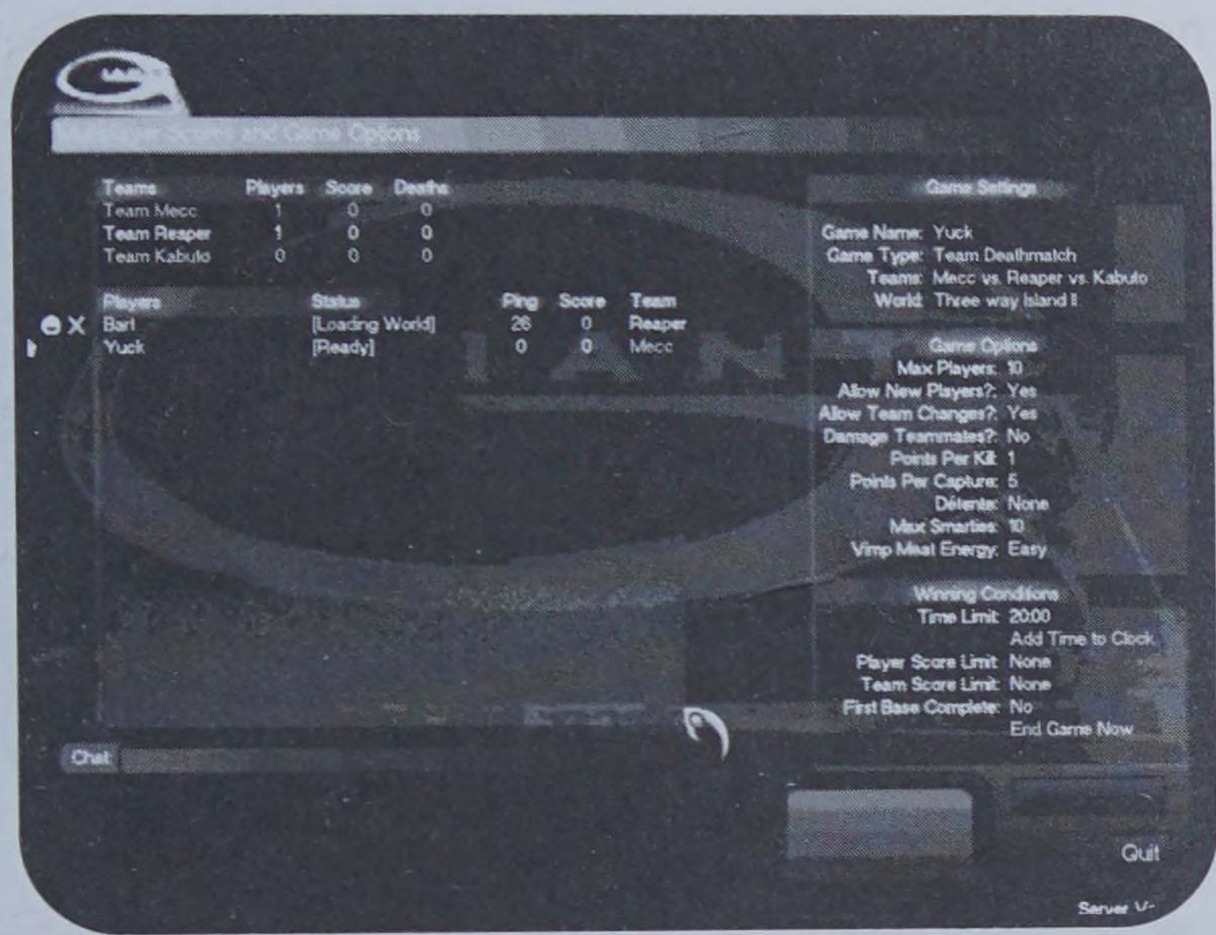


Figure 7.1:
Plenty of options help make multiplayer Giants a lot of fun.

General Strategies

Multiplayer gaming is an entirely different animal than playing against a computer-generated opponent. Sure, there are some pretty good programs out there, complete with spectacular artificial intelligence (AI), but let's face it—even the best AI is no match for the cunning of a human. Heck, even inferior human opponents can provide considerably more surprises than an computer, because you just *don't* know what a human is going to do.

This section details strategies that hold true for any race you're playing and a following section offers race-specific multiplayer tips:

- In games where building a base is important, or in those where you need Smarties to put up structures (like Gyrocopter Pads), get out and pick up Smarties as quickly as possible. Remember, all the other players will be competing for the same Smarties, and there are a finite number of them.

NOTE

All of the maps have a common Vimp/Smartie area or areas where you can find one or both of these resources. Controlling these locations is often the difference between success and failure in multiplayer missions, especially in base-building games.

- Take out many—but not all—of the Vimps available (see Figure 7.2). Vimps are funny creatures. They travel around in packs, and if you kill off all of them, a new pack will appear in a little while. However, if you kill all but one or two Vimps, a new pack *will not* appear. The remaining creatures will run around until they're killed. So when enemies come looking for meat, they'll only have one or two Vimps handy and will have to wait for a new pack to come around. This lack of food can cause your opponents no end of frustration, whether they need it for health (Kabuto) or for their Smarties (Meccs and Reapers).

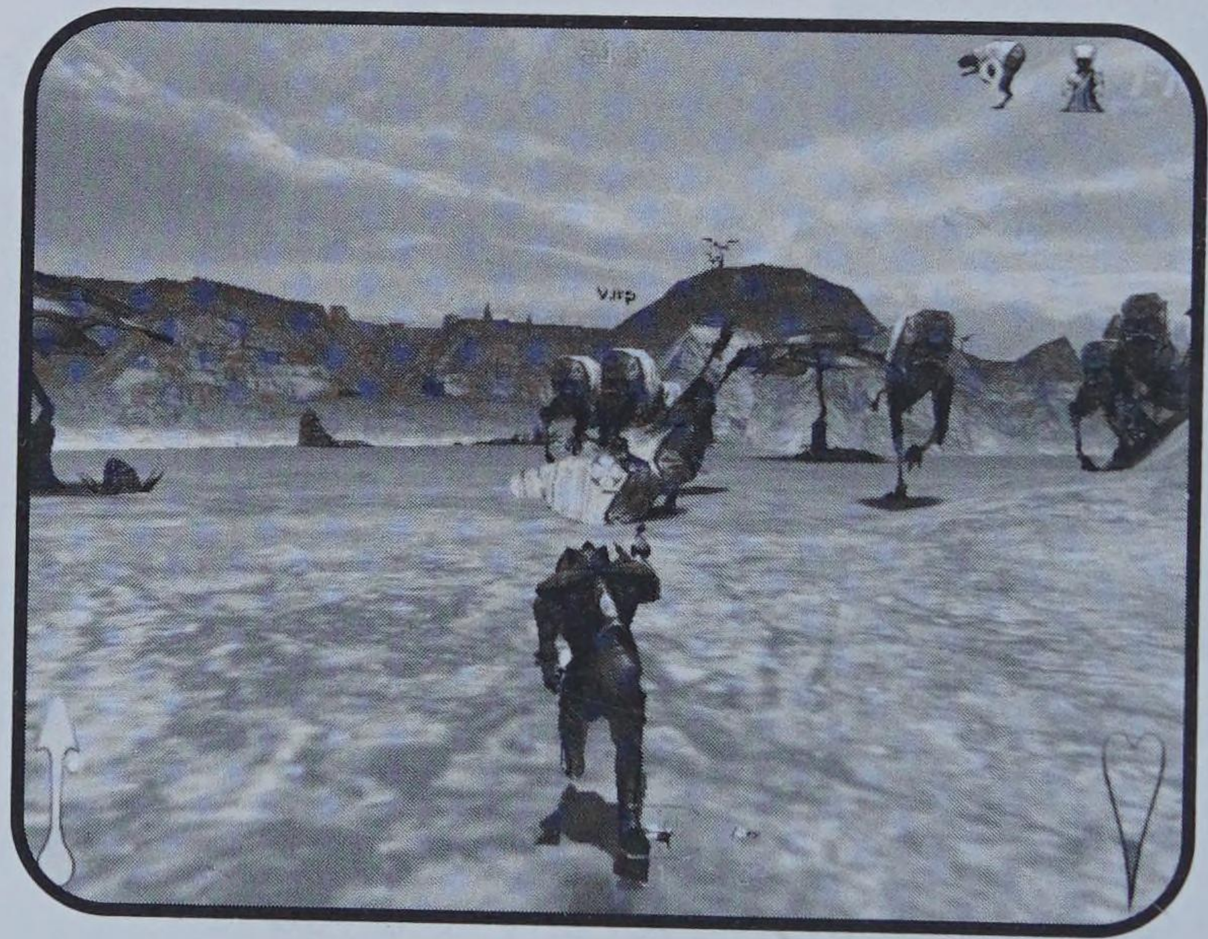


FIGURE 7.2:
LEAVING ONE VIMP IN A PACK WILL RESULT IN TROUBLE FOR YOUR OPPONENTS.

- As mentioned in the manual, killing enemy Smarties not only hurts your opponent, it also means that more unaligned Smarties will pop up in the Smartie area. This makes it possible for you to grab a monopoly on the creatures.
- Team up and talk! Whether you're a Sea Reaper or a Mecc, working together on a team is important. Plan a strategy using the chat system and make sure that your time is used effectively.
- Build Mini-Gift/Spell Shops so that you can restock your goodies near enemy bases (see Figure 7.3).

Figure 7.3:
Lay down some Mini-Gift Shops to make your job easier.

- Take the middle ground. Most maps feature a middle territory where Smarties and Vimps abound. If you can secure this spot, you'll control the game. One way to do so is to lay down Turrets and a Mini-Gift/Spell Shop, and then mine the area heavily. Leave a teammate there to defend this turf at all times.

Meccaryns

- Get the Gyrocopter fired up as soon as possible (see Figure 7.4). This very cool device not only can take a couple of fellow Meccs along for a ride, it can also fire Pea Shooter ammo and drop Millennium Bombs. Furthermore, any Meccs on the wings (you can hold up to two) can jump off and use their Jetpacks to set themselves down in any area you'd like. A good use of this tactic is to drop two Meccs into the Vimp/Smartie area while you fly to the enemy base to attack/distract them while your compatriots gather resources.

FIGURE 7.4:
THE GYROCOPTER IS ONE OF THE BEST ITEMS IN THE GAME.

- Have a Mecc or two drop your Gyrocopter inside the enemy base and place a couple of Bulldog Turrets there!
- Attack in packs. Although it's not always easy to have several Meccs on one team, coordinate your attacks when you have a group together so that you can do maximum damage. Three well-armed Meccs all hitting a Reaper base at once can wreak havoc and tilt a battle in your favor.
- Try using your Bush Pack. In a tight, slow-moving game, this device can be very effective. Enemies are often very busy building and maintaining their base and might not notice a bush that's creeping up on them. Use this to get close to an enemy building and then pop up and open fire.
- Use Mine Shafts to create quick and easy paths between a Gift Shop (or a Mini-Gift Shop) and the enemy base or the Vimp/Smartie area.
- Use the Sniper Gun. This weapon is extremely powerful and effective over long distances. If you can hit an enemy Sea Reaper or Mecc in the head, you'll take it out with one shot.

TIP

At shorter ranges the Sniper Gun is nearly instantaneous, but over longer distances it takes a second for a shot to get to the enemy. You don't have to aim high to compensate for distance, though.

The Repair Pack (see Figure 7.5) is invaluable when you're playing with other Meccs on your team. You can use it not only to repair buildings in your base, but also to patch up your Mecc buddies. At least one member of an attack group should have a Repair Pack strapped on.

Figure 7.5:
The Repair Pack can keep your team healthy.

Lay mines like crazy. Mecc Mines will pop up and chase any enemy that happens by, so place them in canyons or any well-traveled areas. When you can, set mines in areas that have already been scorched by weapon fire. This way, your foes won't be able to see them until it's too late.

NOTE

Building walls won't do a great deal of good against any enemy that can jump, use a Jetpack, or cast a Turbo spell to get over them in a hurry, so don't bother with them in multiplayer games.

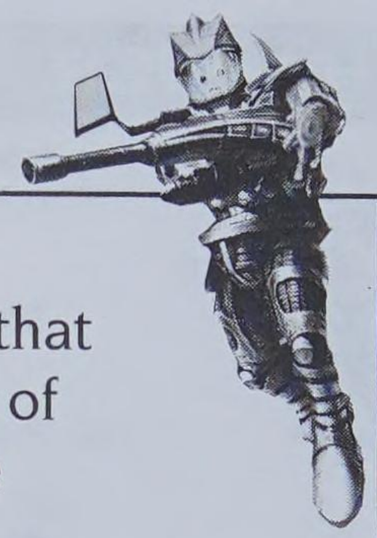
- Three Meccs (or more) armed with Machine Guns (with 2,500 rounds each) comprise a force to be reckoned with at close range. If you're planning on a heated slugfest, then this is the way to go in!

Sea Reapers

- The Turbo spell is one of the most powerful abilities in the game, especially at the beginning (see Figure 7.6). Use this speed advantage to acquire resources before anyone else.

Figure 7.6: Sea Reapers have an incredible power in their Turbo spells, so use it to get around and to attack as quickly as possible.

- Like the Meccs' Sniper Gun, the Sniper Bow is a very powerful long-range weapon that can take enemies out with a single, well-placed head shot.



- If you're facing a group of Meccs, especially a group of Meccs that are inbound via Jetpack, a Power-Up Bow can knock them out of the sky in a hurry. This will do substantial damage to all of the attackers, rather than just one.
- Inside the enemy base, Summon Firewall and Summon Hail spell (see Figure 7.7) can do plenty of damage with very little effort on your part. These spells are most effective against enemies, but they're also great when used against enemy-aligned Smarties.

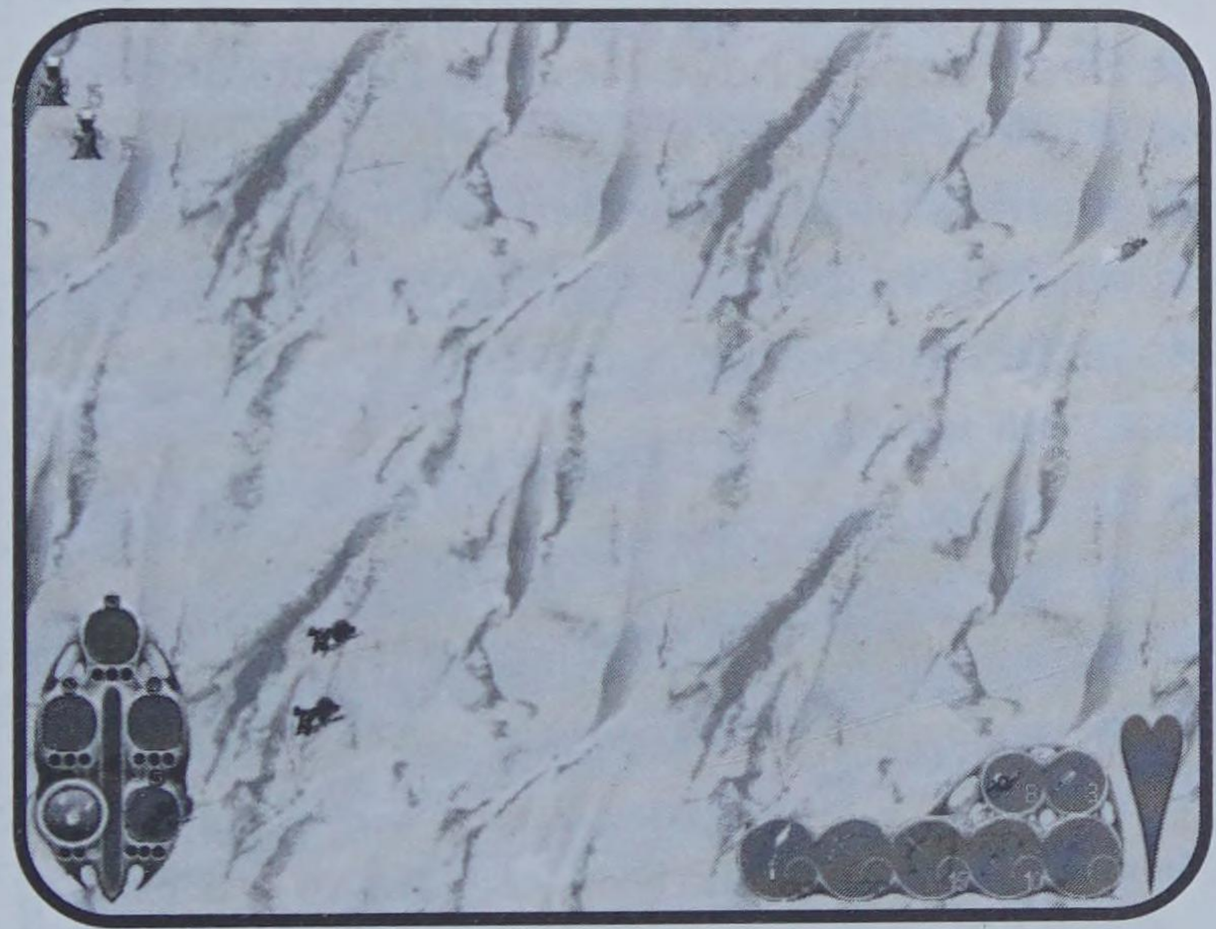


Figure 7.7:
Unleash Summon Hail inside an enemy base if you want to cause some serious damage.

- Just like with the other races, it's important to dominate the food and Smartie supplies. The Sea Reapers have access to the supreme Vimp/Smartie-control spell: Summon Tornado. Summon Tornado will whip up a storm that will pull all enemies, Vimps, and Smarties far up into the sky…and then drop them to rather crunchy deaths. Kabuto requires Vimps and Smarties to heal his wounds and create Offspring, so using a Tornado spell to sweep them all away makes a lot of sense from a defensive perspective.
- Use your bows in groups. A row of three or four Sea Reapers with Sniper Bows can reduce advancing enemies to dust with some accurate shooting. Likewise, a group of Sea Reapers with RPG Bows can level an enemy base in short order.

- Use the Smartie Grab spell to snatch both aligned and unaligned Smarties (see Figure 7.8). This extra "reach" will give you a distinct advantage over both the Meccaryns and Kabuto.
- Build a Pier to get a Reaperski. This will allow you to use waterways to your advantage. Outflank your enemy by sending one or two Reaperski-riding Sea Reapers around water on the outside of the island to attack from the sides while other Reapers attack straight-on. Reaperskis are also handy for Reaper vs. Reaper games where the vessels can be driven right into the enemy base.
- Like the Meccaryns, the Sea Reapers have Hellfire Turrets and Screamer SAM Turrets, both of which are important in any multi-player game. First, SAM Turrets, when placed judiciously throughout the map, will limit Gyrocopter or Turbo spell activities. Second, Hellfire Turrets are excellent for defending the middle Vimp/Smartie ground, or your base.

FIGURE 7.8:
THE SMARTIE GRAB WILL SAVE YOU LOTS OF RUNNING AROUND AND WILL HELP KEEP YOU OUT OF HARM'S WAY.

Kabuto

- Kabuto is the ultimate weapon. If not for that darned weak spot on his belly, he'd quite literally be the perfect walking base/arsenal for this game. Because of the weak spot, however, you must concentrate on keeping enemies away from the area directly in front of you (getting close to Kabuto is the only way to expose it).
- Get some Offspring going as soon as possible (see Figure 7.9). Kabuto is, after all, just one giant, so having as many Offspring as possible is crucial to achieving victory.

Figure 7.9:
Offspring are key to Kabuto's success, so use them for both attack and defense.

- Use your Offspring to cause havoc in the middle Vimp/Smartie ground while you occupy yourself with more important matters—like smashing an enemy's base to bits.
- The Magnifying Glass is Kabuto's one long-range weapon, so don't be afraid to use it. It's effective for frying (or at least distracting) distant enemies, and it's also useful for destroying Smarties or Vimps from afar. If you see an enemy about to pick up a Smartie, use your Magnifying Glass to either fry the Smartie or the enemy; either way, just make sure that the Smartie won't fall into enemy hands.

NOTE

Kabuto has a big advantage when it comes to snatching Smarties from enemy bases. When he grabs a Smartie from an enemy and tosses it in his mouth, he doesn't just destroy it, he uses it to make Offspring. The other races must destroy an enemy Smartie, then return to the middle Vimp/Smartie ground in order to reclaim the Smartie. Kabuto truly is like a walking base!

- Use Kabuto's power attacks—the Elbow Drop, Two-Handed Slam, and Cannonball—to reduce enemy buildings to rubble in one fell swoop.
- The Running Grab is an excellent skill to use when running through a busy area. Employ it to pick up a Smartie or an enemy to chow down on (see Figure 7.10).

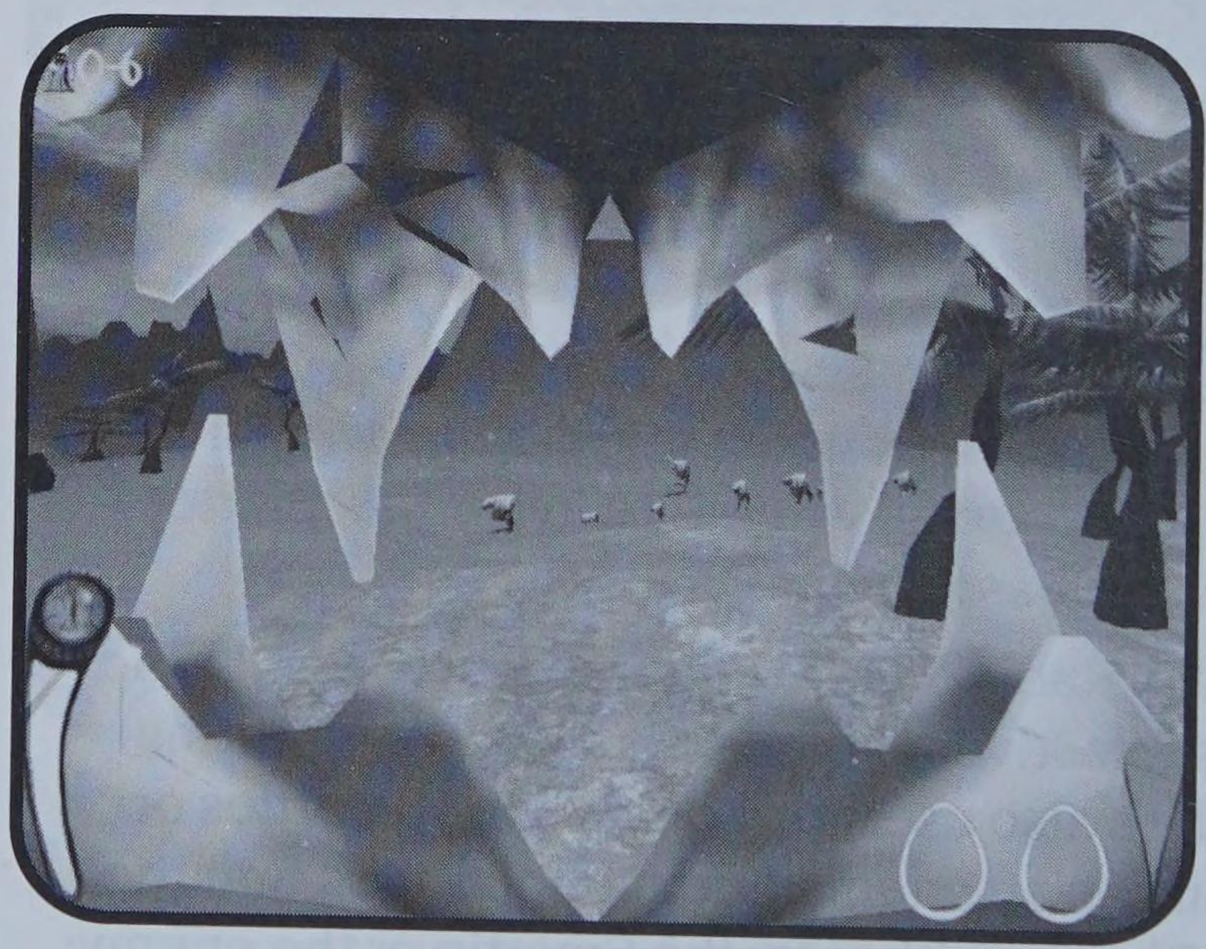


FIGURE 7.10:
WHAT YOU DO WITH THE CREATURES PICKED UP AFTER USING THE RUNNING GRAB IS UP TO YOU.

Weak Spot Tactic

One way to deal a killing blow to Kabuto is to work as a team. Whether you're playing as the Sea Reapers or as the Meccaryns, this tactic will work in a similar way. Get one of your team members (a sacrificial lamb of sorts) close enough to Kabuto so that his weak spot opens. At the same time the "lamb" is heading toward Kabuto, one or more (preferably two or three) other team members should be lining Kabuto's midsection up while in Zoom Mode. When the weak spot comes into view, all of the shooters should fire away. If just a couple of shots find their way to the weak spot, Kabuto will fall! If you're playing as the Meccaryns, the Sniper Gun is definitely the weapon of choice here. If you're controlling the Sea Reapers, pick up a few Sniper Bows for this task.

- When in doubt, run! Use Kabuto's ability to run and jump over great distances to get out of trouble when you're outnumbered. Kabuto is large enough to cover a lot of ground, so he can put some distance between himself and the Meccaryns in a hurry.
- Use Kabuto's spikes to keep extra food handy for those times when you may take a beating and will need to quickly recuperate.

The Games

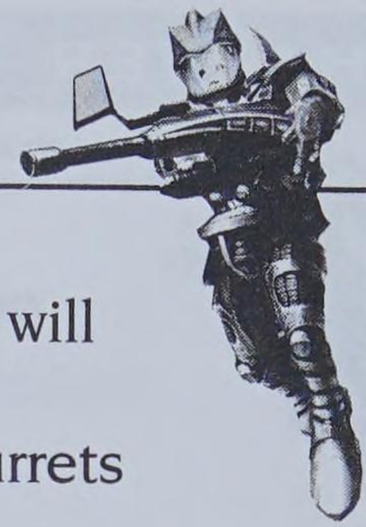
There are three game types in multiplayer *Giants*: Deathmatch, Capture the Smartie, and Base Building. The first two, Deathmatch and Capture the Smartie, can be played with Base Building on or off. This dramatically changes the dynamic flow of how each game is played. The following sections discuss basic strategies for each of the three main game types.

DEATHMATCH

Deathmatch is best described as a non-stop fight to the death. It can be played with a couple of objectives—it can be played to see who gets the most kills in a preset amount of time, or it can be played to see which player (or team) gets to a certain number of kills first. The two variations come with or without a full base. Here are a few tips specific to the Deathmatch format:

- The key to Deathmatch is to log kills, but in the case of a timed event, you'll want to just die fewer times than your opponents. What this means is that in a team game, you can take up a defensive position and go for quality kills rather than putting your team members at unnecessary risk. Remember that you must simply have more kills when the time's up, so sit back and see if you can gain the upper hand without having to risk your neck.
- In a game where you must reach a set kill number, you'll have to be much more aggressive. After all, if the enemy comes into your base and wastes all of your players with a Millennium Mortar (see Figure 7.11), then you've surrendered a huge advantage right off the bat. In this case, you'll want to spread out and attack the enemy aggressively. You may even choose to have a couple of your team members use Sniper Gun and go exclusively for one-shot head kills.

FIGURE 7.11: HAVING A MILLENNIUM MORTAR LAUNCHED INTO YOUR BASE IS A BAD THING.



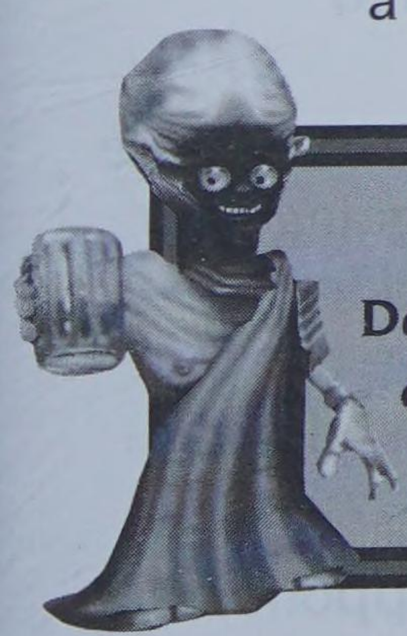
- When base building is involved, both you and your opponent will have all the fancy tools and weapons ready at the start of the game. Get out your big guns right away and lay down some Turrets to defend your base.
- Immediately use the Mecc Gyrocopter in full base games. If you can get your people inside the enemy base and drop a load of Millennium Bombs (each Gyrocopter can stock three) before the enemy can build SAM Turrets, you'll be in good shape to emerge victorious.

CAPTURE THE SMARTIE

This is an interesting variation on the standard Capture the Flag multi-player mode. The goal here is simply to capture the enemy's key Smartie and bring it back to your base. Of course, this means that your goal also has to be to *defend* your Smartie!

Just like in Deathmatch play, you can go with no base or a full base to start the game. You can also throw in the added wrinkle of having to build a base from scratch if you want the extra challenge. Here are a few points you should know about playing Capture the Smartie:

- It doesn't matter how you grab the enemy's Smartie, as long as you get it somehow. As a result, it's a good idea to send one or two team members after the enemy's Smartie right away. Sometimes you can sneak away a Smartie in the confusing beginning stages of a game.



TIP

Don't forget to use the Sea Reapers' Smartie Grab spell to snatch an enemy Smartie from a distance!

- If you're locked in a tight Capture the Smartie battle where no team can gain the upper hand, try a coordinated all-out attack. Include a fierce assault intended to distract the enemy long enough from one of your team members to move in and grab the Smartie. Gyrocopters are good for this purpose when you're playing as Meccaryns.

- Get some Turrets up around your own Smartie (see Figure 7.12) to protect him from your enemies. You'll need SAM and Ground Turrets to make everything safe. Put all of your Turrets in your base to defend your most precious possession.

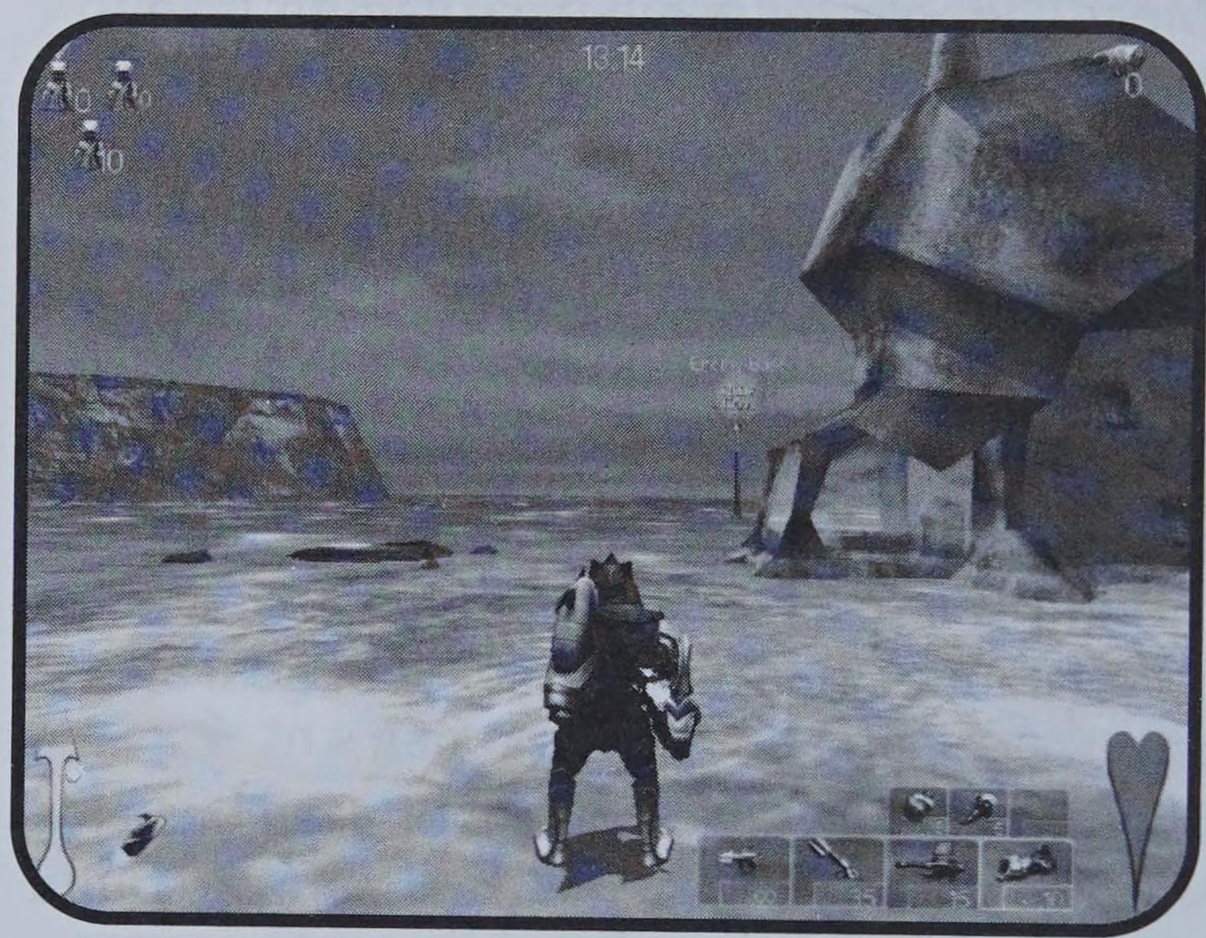
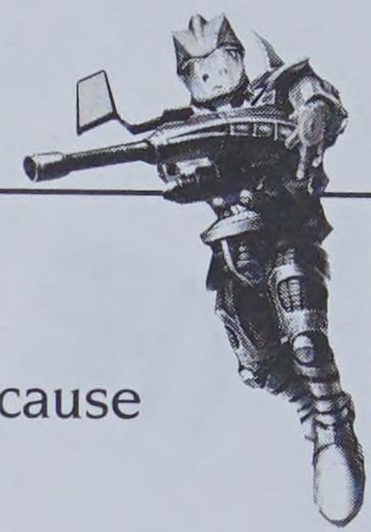


FIGURE 7.12: PROTECT THE SMARTIE, THAT'S THE NAME OF THE GAME.

BASE BUILDING

This is the full-bore resource management/real-time strategy bonanza that *Giants: Citizen Kabuto* can offer. The objective of Base Building is pretty straightforward: construct a base from nothing and then crush your enemies. Here are a few pieces of information that you'll need to consider before you diving into Base Building:

- This is one multiplayer game where the island's resources truly are the most valuable commodities. Don't waste any time going after either Smarties or Vimps or you'll get yourself into a pickle in a hurry. If the enemies get all the Smarties first, you'll have to chase them down in other player's bases. Avoid this at all possible or you'll be starting from behind the eight ball.
- As a Sea Reaper, use the Tornado spell to starve your opponents into submission. If you can get close enough to use this spell inside the enemy's bases, their Smarties will systematically get sucked up into the sky and dropped to their doom (at which point your team can pick them up). Also use the Tornado spell in the Vimp areas to keep the food supply short for other teams.



- In the Base Building game, build walls around your base (see Figure 7.13). They're not necessary for defense, but rather because you must climb the tech tree.

Figure 7.13: Although walls in multiplayer games aren't always worth it, in Base Building games they're a must to climb the tech tree.

- If you have three or more team members, have one manage base building while another acts in the best interest of base defense. Send your other team member(s) to gather resources as fast as possible.

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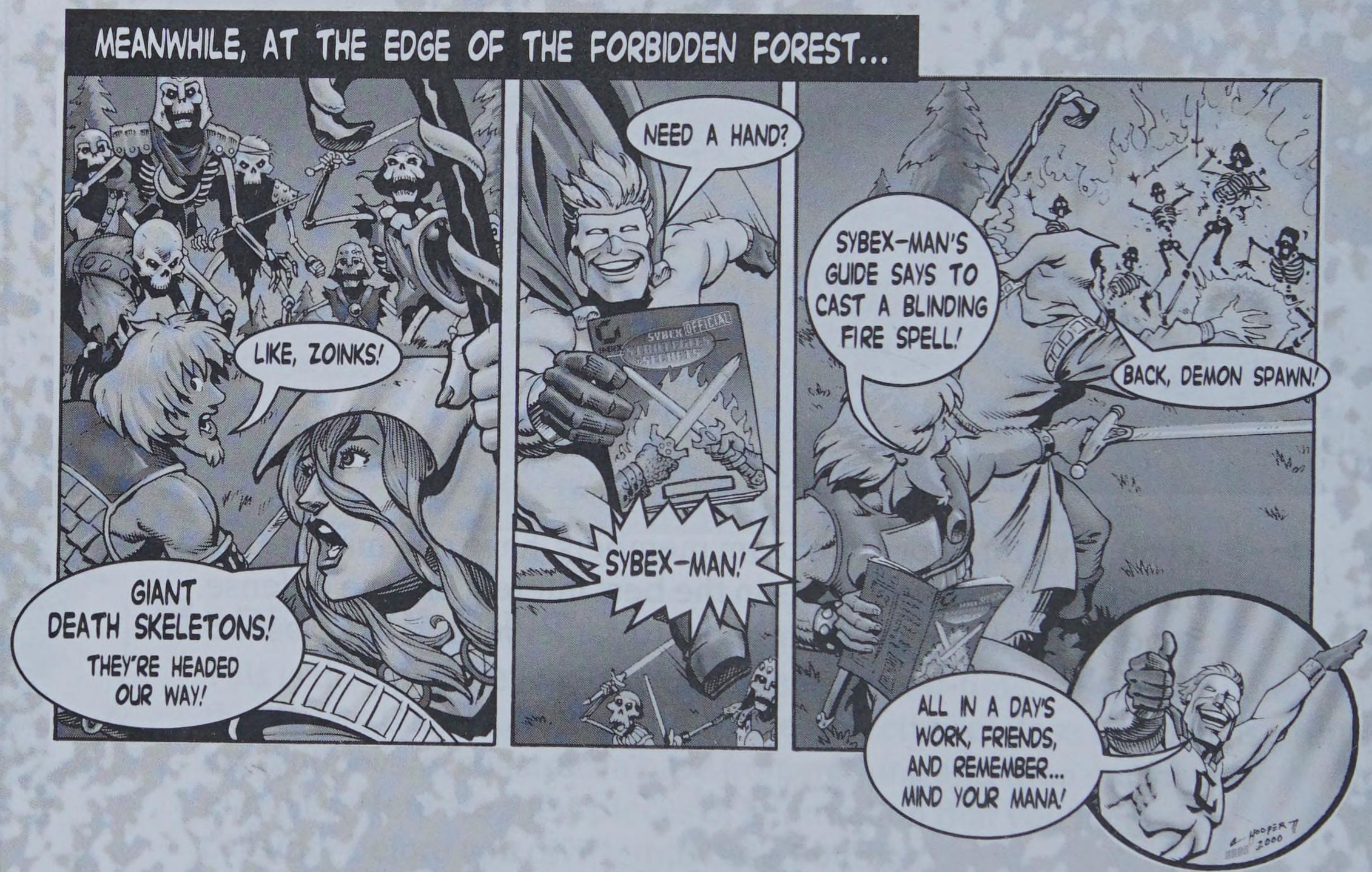

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About the Author

Bart Farkas is a full-time strategy guide author who has written over 35 books, including strategy guides for *Klingon Academy*, *Dino Crisis 2*, and *Myth II*. Bart lives with his wife, son, and two cats in Calgary, Canada, where the winters are cold and the summers are colder!

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